

Demo Reel Breakdown Sheet

How to Train Your Dragon 3



Lead Lighter

Rig design and development for first feature production using raytracing. Worked directly with Oscar-winning cinematographer Roger Deakins to adopt real-world techniques. Built geometry gobo tool for realistic dapples and shadows.

The Boss Baby



Lead Lighter

Lead of "fantasy" sequences; highly-stylized sections with nostalgic looks. Worked directly with director, production designer, and department heads to achieve very specific asset and shot design. Combined images and data across several packages and renderers for the final frame.

Bilby



Lead Lighter

Rig setup for a small section of the short; used to learn and test the studio's brand new raytracer, Moonray.

Kung Fu Panda 3



Lighter

Production lighting from large exteriors to intimate character moments, including dozens of various crowd types and FX integration.

How to Train Your Dragon 2



Lighter

Acted as interim-lead during another's absence. Setup and look-dev for Ice Fortress and debris. Setup and shot lighting for funeral pyre shots, combining FX for fire and water with rendered and composite reflections.

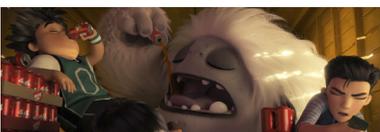
The Croods



Lighting Technical Assistant

Cast as interim-lighter for all the tree top shots.

Abominable



Lead Lighter

Built and maintained lighting rigs to match key art but also scale and adapt for sequence coverage. Lit large sections of the sequences solo.

Rise of the Guardians



Lighting Technical Assistant

Production lighting throughout show in addition to usual TA tasks of supporting lighting teams. Developed Nuke tool for magic crystal and snowglobe effect used throughout production.

Home



Lighter

Production lighting of shots that included hundreds of crowds, heavy compositing, FX integration, and complexity management for a crash zoom from orbit to close up.

Turbo



Lighting Technical Assistant

Supported lighting teams with rig management, debugging, tech fixing, and shot delivery. Aided setup and per-shot management of over 150k crowd ants for Indy crash sequences in addition to shot lighting.