

Education:

Bournemouth University, Bournemouth, UK

M.A. Digital Effects with Merit

University of Virginia, Charlottesville, VA

B.A. Studio Art with High Distinction (Distinguished Major concentration in Cinematography)

Relevant Experience:

MPC (The Moving Picture Company) Vancouver, BC (06/2013→05/2018)

Lighting / Look-Dev TD: Maleficent, Godzilla, Game of Thrones, 50 Shades of Grey, Goosebumps, The Finest Hours, Suicide Squad, Ghostbusters, The Mummy, A Wrinkle in Time, Aquaman

Stereoscopic Kodachrome Film USA and France (09/2010→03/2011)

Personal Project: 2000ft of 16mm K40 shot on a modified H16S Bolex outfitted with a stereo lens. Silver screen projection via polarized lens assembly and glasses. Transfer and edit still in-progress.

Tippett Studio Berkeley, CA (10/2009→06/2010)

Technical Director: Cats & Dogs: The Revenge of Kitty Galore, Priest, Piranha 3D, MutantLand

Tippett Studio Berkeley, CA (06/2009→10/2009)

Assistant Technical Director: Intermediary between Animators and Technical Directors (TD)

- Assisted in the development and establishment of this new position at Tippett Studio
- Quickly lit and rendered shots in Final Animation phase for submission to director/client
- Optimized rendering/lighting to strike a balance between resource utilization and quality
- Rapidly advanced training while on production to transition to full TD

Tippett Studio Berkeley, CA (2008→2009)

Digital Resource Wrangler: Worked to consolidate render and delivery I/O management with data wrangling, while still remaining sole storage, archival, and data protection systems administrator.

- Provided debugging & technical support to Production departments' render submissions
- Furthered experience with python/perl/bash/tcsh scripting languages, focusing on python
- Developed tools and methods to help fully optimize our render resource usage, efficiency, and reporting capabilities while improving our departmental relationship with Production

Tippett Studio Berkeley, CA (2005→2008)

Data Wrangler: Production facing role, Storage Administration of studio's active and archived data

- Developed relationships with storage & archival vendors for acquisition of new technology
- Helped determine future policy for data storage/protection/management with architects
- Backup/archival management (incl. NDMP) utilizing 3 separate tape library systems & formats
- Coordinated mass live migration of all data from deprecated hardware to new storage array
- Designed & implemented storage trends tracking tools & web based reporting of metrics
- Maintained and updated existing tools/processes and developed new ones where missing

Digital Media Lab Charlottesville, VA (2004→2005)

Lab Consultant: Assisted patrons with digital video, web design, audio, and DVD projects

Studio Art: Cinematography Concentration University of Virginia (2004→2005)

Teaching Assistant: Aided professor with introductory and intermediate film classes. Helped design curriculum, filled in when professor was away, and taught seminar: handmade films & direct animation.

Awards & Fellowships:

Aunspaugh Fellowship University of Virginia, Charlottesville, VA

McIntire Department of Art Post-Baccalaureate Fellowship. Concentration in Cinematography

Small Fellowship Support for Independent Research Projects

The Center for Undergraduate Excellence, Charlottesville, VA

Senior Prize for Computer Science St. George's School, Newport, RI

Rhode Island Scholar St. George's School, Newport, RI
