

DEEP WATER HORIZON (2016)



- Asset look development and surfacing
- Shot lighting and rendering

Responsible for:

- Overall scene assembly and final rendered images
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ALICE IN WONDERLAND - THOUGH THE LOOKING GLASS (2016)



- Asset look development and surfacing
- Shot lighting and rendering



THE GIVER (2014)



- Asset look development and surfacing
- Shot lighting and rendering
- Pipeline Development
- Procedural shader creation

Responsible for:

- Hero asset surfacing and look development
- Designed and implemented lighting tools for sequence specific problems
- Created various shading setups and pipeline tools for a large environment system



THE MAZE RUNNER (2014)



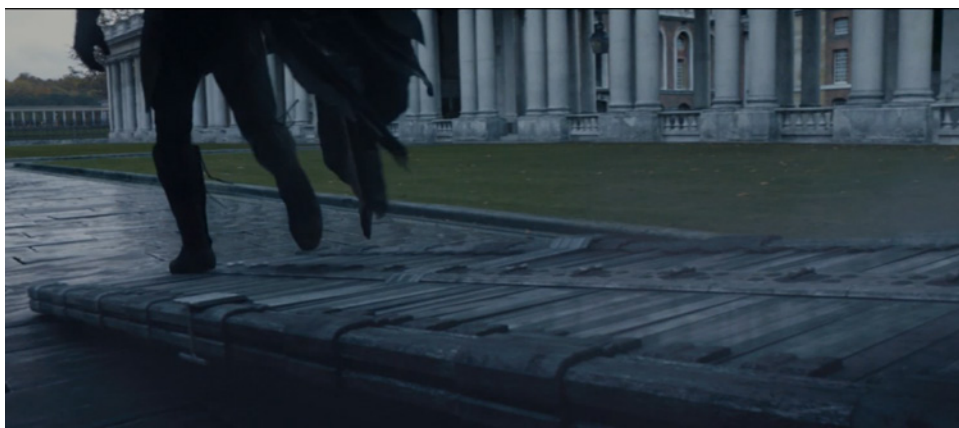
- Shot lighting and rendering
- Technical direction

Responsible for:

- Shot lighting and rendering of over 25 shots
- Assets ranging from full CG environments to creatures



THOR: THE DARK WORLD (2013)



- Asset look development and surfacing
- Scene layout
- Shot lighting and rendering
- Responsible for the overall scene assembly and final rendered images
- Integration of assets from other VFX vendors into the show pipeline

HALO 4: THE COMMISSIONING (2012)



- Tasks including color correction, combining and managing various CG elements and large scale projection setups

Responsible for:

- Final shot setup and delivery