

Skills & Experience

	Main Applications	Relevant other experience
CG supervisor Lighting Lead Technical Director Compositor	Maya Arnold vRay Unity	Renderman Mental Ray Resolume Arena XSI Houdini
Pipeline development Shading & Lookdev FX: Fur, particle, fluid and cloth simulation Previs and motion-graphics animation	Nuke After Effects Photoshop	

I have a broad knowledge of the whole CG pipeline. I use **Maya**, **Arnold** and **vRay** as my primary 3D tools and **Nuke** and **After-Effects** as my main compositing tools.

I've got relevant experience using **XSI** and **Houdini** as well as **Mental Ray** and **Renderman**.
I also create **360° Google Cardboard** experiences using **Unity** in my own time.

Primary Roles

15 years of experience as a CG artist at some of the world's best VFX houses, including **Framestore**, **Jim Henson's Creature Shop** and **The Mill**.

I have worked in Sydney, Istanbul and London in various roles, including on-set CG Supervisor, Senior Technical Director, Lighting Lead, Generalist TD and as a CG consultant teacher at **The Animation Workshop** in Denmark.

I've created solid and efficient pipelines for several TV series, dozens of commercials and brand identities
I have worked on around 50 projects since 2001, including the Visual Effects Oscar and Bafta winner 'The Golden Compass'.

I've also worked on shading and look-development and as a particle and cloth FX artist with further experience as a modeller and rigger across photo-real, stylised and traditional animation projects.

Other relevant experience

Freelance CG artist and Real-time VJ

I freelance on a variety of VFX projects, collaborating with other artists from my home studio.
We've worked on real-time VJ projects, performing live in front of thousands at the Virgin Music Festival and created art-installations, music gigs and product launch visuals for clients that include BMW, Yahoo and Google – these projects are often client-facing, high-pressure and on-site.

Consultant Teacher

Since 2012 I have regularly taught Lighting and Compositing at The Animation Workshop in Viborg, Denmark on their highly acclaimed Animation degree program. Many of my students now have placements at companies such as MPC and Framestore. Teaching keeps me on my toes and requires me to be an excellent communicator of technical solutions.

VR content creation

Since visiting an exhibition at the Museum of Moving Image I've felt inspired to explore the burgeoning VR field.
With Google's 'Jump' platform and Steam VR coming to market I feel this is an exciting time to work in realtime VFX.

I've been learning basic C# and Unity and creating 360° CG using Arnold.
An aerial cameraman and I also plan to build a 360° camera rig for his 8-prop drone.

Vocation

I have sought out VR and Unity meetups in London to make contacts and learn about what's coming and to experience tools such as the HTC Vive and Oculus Rift first hand. I want to work long-term at a growing company to help create flexible VFX solutions. I'm a good creative and technically-minded artist with firm skills in 2D and 3D. I feel VFX is my vocation, not just a job and I'm excited to see where the next generation of technology will take us.

For detailed information on my employment history, see the following two pages.

Employment history overview, most recent first:

Radiant VFX	CG supervisor
Dr. D	Senior lighting TD
The Mill	Generalist TD
1000 Volt	Senior 2D/3D generalist
Framestore	Lead Technical Director
Jim Henson's Creature Shop	3D generalist and lighting TD
Uli Meyer Studios	3D generalist and lighting TD

Current Showreel

These are the projects included on my current showreel, in order of appearance.

FILM	Harry Potter and the Order of the Phoenix – Lighting TD, fur lookdev
	The Golden Compass – Lighting TD
	Narnia: Prince Caspian – Lighting TD, prop lookdev
	The Water Giant – Sequence Lead and Lighting TD
	The Tale of Despereaux – Lighting and compositing
	Happy Feet 2 – Keylighting and compositing
TV	Mucha Lucha – Lighting, effects
	How to Kill a Vampire – Modelling
	PokerStars – Generalist: everything
	Samsung – Lighting, compositing
	Erikli Water – Generalist: everything
	Pride – Lighting, rigging, fur/groom, compositing
	Primeval – Lead TD, lighting, muscle rigging, pipeline development

Detailed Employment History**Radiant VFX – CG supervisor**

February 2014 – August 2015

UEFA Champions League broadcast toolkit 2015-2017

I created a rock-solid and flexible Arnold pipeline to light and render over 30 minutes of HD and 4k footage for UEFA's flagship program. With this and a small team of lighters, modellers and TDs we created a stadium of over a million live-action people, embedded in the heart of a megacity. Footage includes epic intro and outro sequences, match graphics, billboard and print-res images.

Freelance VFX artist – 3D generalist and lighting TD

May 2012 - present

Maya, Nuke, After Effects, Photoshop, Unity

I pool from my 15 years of VFX experience on short-term freelance and RnD projects. These include art-installations, Virtual Reality experiments and live projection mapping events at gigs and concerts. I often work with the events companies 'Butch Auntie' and 'ITCH'.

Dr. D, Sydney - Senior lighting TD

February 2011 – August 2011

Happy Feet 2 - Houdini, 3Delight, Nuke

I worked in Sydney for 7 months on Happy Feet 2 - primarily building, testing and lighting shots using Houdini, 3Delight and Nuke.

I also created and maintained tutorial wikis for new starters, helping out where I could with pipeline improvements.

The Mill, Soho – Generalist TD
Commercials and Longform - Maya, Mental Ray, Nuke

February 2010 – January 2011

I was a lighting TD on *Primeval 4* in The Mill's Longform department for 4 months, lighting several shots a day. With this and my work as Lead on *Primeval* series 1, I could make a 15-minute showreel entirely of dinosaur footage.

I also worked freelance in the Mill's commercials department on numerous jobs including Samsung, Reckitts and National Lottery spots. In commercials I was working in a generalist capacity as a one-stop-shop: modelling, lighting, shading, animation and particle FX grading and compositing finals in Nuke.

1000 Volt, Istanbul – Senior 2D/3D generalist
Commercials and Film - Maya, Mental Ray, After Effects, Nuke

June 2009 – January 2010

At 1000 Volt I took a six-month contract in Istanbul as a senior 3D artist/supervisor. While there I worked on numerous commercials as a 3D Lead.

On the Turkish film *Yahsi Bati* I was the on-set VFX supervisor. This was to ensure our 3D team had everything necessary for post-production: Capturing HDRIs, placing tracking markers, lens and photogrammetry data.

Framestore, Soho – Lead Technical Director
Film and Longform - Maya, PRman, Liquid, Mental Ray, Shake

July 2004 – October 2008

At Framestore I worked as a lighting TD on *Narnia: Prince Caspian* and VFX Oscar and BAFA winner *The Golden Compass*. I also worked on *Harry Potter and the Order of the Phoenix* and *'The Tale of Despereaux'* where I composited all my shots in Shake.

I was also Lead TD for the first season of ITV's *Primeval*. I supervised the 3D team with shader / look-development, pipelining, skinning/muscle, lighting and particle effects using Mental Ray. Before that I was a lighting and rigging TD on the BBC's docudrama *Oceans*. All feature work used Maya and was rendered in PRman / Liquid. TV work was lit using Mental Ray.

Jim Henson's Creature Shop – 3D generalist, rigger and lighting TD
Film and Longform - Lighting, rigging, groom TD - Maya, XSI, Shake

Sept 2003 – June 2005

Projects at Henson's included the BBC Christmas special *'Pride'* using Maya, XSI, Mental Ray and Shake to rig, groom, light, and composite photo-real talking lions.

I also worked on look-development and lighting on the film *'Are we there yet?'* and was a sequence lead for the submarine rescue section of *'The Water Giant'* feature as well as numerous other smaller projects.

Uli Meyer Studios, Camden – 3D generalist and lighting TD
Commercials - Maya, Mental Ray, After Effects, Combustion

June 2001 – Sept 2003

I worked full-time at Uli's for over two years where I was an integral part of their team of 3D generalists. I started as a runner and quickly became their IT Administrator - migrating 3D projects soon after. I worked on over 20 commercials and assorted TV pilots whilst there.

I've worked with Uli on and off throughout my career on assorted projects, including several Domestos commercials and various TV series and feature film pilots.

Self-educated CG artist. Relevant creative qualifications:

HND in Graphic Design & Illustration from Southampton Institute	(Distinction)	1995-1997
B-Tec Technical Illustration from Mid Warwickshire College	(Distinction)	1993-1995

Conclusion

I hope you see that I am an experienced VFX Technical Director, with a broad knowledge of the entire CG pipeline. This breadth of experience means I work well with artists across all disciplines and believe I would be a valuable asset to your team.