

Relevant work experience:

lead lighting td

*January '11 – Present
Adelaide, Australia*

Rising Sun Pictures

Initially brought on to light shots on **Green Lantern**, within two weeks of working, I had already written a suite of tools that enabled the rest of the lighters to get shots out faster. Then I was invited to continue on for another film, **Red Tails** where I expanded upon my lighting tools suite. Finally I was made lead lighter on RSP's biggest project yet, **The Hunger Games**. Also, again, I wrote tools to help speed up workflow.

film maker / writer / director

*March '08 – Present
Everywhere*

NEZUI

Making short animated films to tell entertaining stories. My first film, titled **Sneeze Me Away**, is an original story written and directed by me about a boy who enters a magical world by sneezing with his eyes open. So far it has been shown in 28 festivals worldwide, and won a few of awards. Currently in production is my next short animated film, **The Rose of Turaida**, and in development, a feature length version of **Sneeze Me Away**.

lighting supervisor / 3d pipeline developer

*January '10 – December '10
Seoul, South Korea*

FOOTAGE / BINARY FICTION

Setting up the 3D pipeline from complete scratch, writing file handling and reference tools, render layer management and submission tools and other various tools. All up I wrote over 6000 lines of code. Providing supervision and guidance in lighting and rendering, and giving education where needed.

lighting supervisor

*May '08 – October '08
Auckland, New Zealand*

PHOTON NZVFX

Responsible for Look Development, RnD, lighting and rendering for the live action feature film, **The Warrior's Way**. Setup rigs, wrote and designed tools and set up workflows and procedures. Completed nearly 400 shots.

lighting supervisor

*May '07 – December '07
Gold Coast, Australia*

PHOTON VFX

Supervising a team of 17 lighters on the animated broadcast series, **Animalia**. As I was brought in part way into production, I was responsible for taking a department that was way behind schedule to ahead of schedule through the creation and commission of tools, and through sound management and leadership. Responsible for continuity, the look and RnD.

senior lighting td

*November '06 – May '07
Brussels, Belgium*

NWAVE

Lighting complex shots for the stereoscopic animated feature film, **Fly Me to the Moon**. Provided lighting and compositing guidance, and increased pipeline efficiency.

senior lighting td / comp

*March '06 – October '06
Sydney, Australia*

ANIMAL LOGIC

Lighting and compositing shots for the Academy award winning animated feature film, **Happy Feet**. Responsible for several 'key' shots and provided lighting and compositing guidance. Also assisted the colourist by providing elements as required.

environment lighting td

*January '05 – October '05
Toronto, Canada*

CORE FEATURE ANIMATION

Part of the small team responsible for lighting all the sets and environments for the animated feature film, **The Wild**. Was also involved in writing tutorials for lighting, and testing parts of the production pipeline.

lighting and compositing

*July '03 – December '04
Winnipeg, Canada*

FRANTIC FILMS

Main duties included lighting, rendering and compositing shots for a number of live action feature films. Secondary duties included producing special effects with particle systems, volumetric systems and shader writing.

Other work experience:

senior 3d artist

AMBIENCE ENTERTAINMENT

July '01 – June '03

Sydney, Australia

character animator

SSG

November '00 – January '01

Sydney, Australia

character animator

PLASTIC WAX

June '00 – July '02

Sydney, Australia

lecturer in 3d

COMPUTER GRAPHICS COLLEGE

January '00 – February '02

Sydney, Australia

character animator / modeler / fx

BRILLIANT DIGITAL ENTERTAINMENT

July '99 – November '00

Sydney, Australia

3d tutor

HAMILTON COLLEGE

May '99 – July '99

Adelaide, Australia

digital artist

RATBAG

January '98 – December '98

Adelaide, Australia

2d animator

GRUNTWORKS ANIMATION

February '97 – July '97

Adelaide, Australia

digital artist

SHADOW PUPPETS

January '96 – December '97

Adelaide, Australia

Software:

3D: Maya, Max, Terragen 2, World Machine

2D: Nuke, Photoshop, Digital Fusion

Renderers: Mental Ray, 3Delight, Renderman, Vray, Brazil

Languages: MEL, Maxscript, RSL

OS: Linux, Windows

Filmography:

The Green Lantern (2011) (senior lighter)

The Warrior's Way (2010) (lighting supervisor)

Sneeze Me Away (2010) Short (writer, director, digital artist)

Road No 1. (2010) TV drama (lighting supervisor - [Korean])

Love for Sale (2010) (lighting supervisor - [Korean])

Seed (2009) Short (digital environment artist)

Fly Me to the Moon (2008) (senior lighter)

Animalia (2007) TV series (lighting supervisor)

Happy Feet (2006) (digital compositor, senior lighter)

The Wild (2006) (lighter)

Stay (2005) (digital compositor)

Cursed (2005) (digital compositor)

Stryker (2004) (lighter)

Catwoman (2004) (digital compositor)

Scooby Doo 2: Monsters Unleashed (2004) (lighting artist)

Paycheck (2003) (lighter)

About Me:

With a passion for lighting that spans continents, I can assure you that no work pleases me more than being able to artfully light scenes that convey story, mood and emotion. Indeed, nothing pleases me more at home than creating my own lighting for personal art projects. I have a great love for creating images of diverse environments, and to create animated stories. I also have been known to tame dragons and talk with trees from time to time...!