RUNNING TIME: 41/2 MINUTES



2012: Multiple Shots on Reel

Description: Lookdev, surfacing and lighting, plane and multiple street assets.

Software Used: Nuke/Renderman



The Mummy: Tomb of the the Dragon Emperor: Skeletons

Description: Sr. Lighter

Software Used: Nuke/Renderman



Speed Racer: Multiple Shots on Reel

Description: Sr. Lighter

Software Used: Nuke/Mental Ray



Beowulf: Multiple Shots on Reel

Description: Sr. Lighter

Software Used: Sony Proprietary Lighting Software



Meet the Robinsons: Multiple Shots on Reel

Description: Sr. Lighter

Software Used: Maya/Renderman/Shake/Disney Proprietary Lighting Software



Surf's Up: Multiple Shots on Reel

Description: Sr. Lighter

Software Used: Sony Proprietary Lighting Software



Open Season 3D: Multiple Shots on Reel

Description: Sr. Lighter

Software Used: Sony Proprietary Lighting Software



Monster House: Multiple Shots on Reel

Description: Sr. Lighter

Software Used: Sony Proprietary Lighting Software



Chicken Little: Multiple Shots on Reel

Description: Sr. Lighter

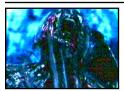
Software Used: Maya/Renderman/Shake/Disney Proprietary Lighting Software



Shark Tales: Multiple Shots on Reel

Description: Lead Lighter

Software Used: Maya/Renderman/Shake/Dreamworks Proprietary Lighting Software



Tomb Raider 2: Death/Cave Sequence/Submarine (multiple shots on reel)

Description: Lighting Supervisor

Software Used: Maya/Renderman/Shake



Harry Potter and The Chamber of Secrets: Spider Sequence (multiple shots on reel)

Description: Co-Lead Lighter

Software Used: Maya/Renderman/Shake



Tomb Raider: Stone Monkey Statues and Robot (multiple shots on reel)

Description: Lead Lighter

Software Used: Maya/Renderman/Shake



Black Hawk Down: Helicopters and Buildings (multiple shots on reel)

Description: Lead Lighter and Texturer **Software Used:** Maya/Renderman/Shake



Crying Freeman: Dragon (multiple shots on reel)

Description: Lead Lighter and Texturer. The goal was to create a tattoo (not a photo-real dragon) which

would come to life, while keeping the japanese manga graphic code as a reference.

Software Used: AW Explore