

**Biography** Professionally I see myself as a knowledgeable Computer Graphics Artist and Lecturer with over 15 years of industry related experience. Currently I am specialising in techniques, technologies and tools of the visual effects and 3d animation industry. My focus is to provide a high standard of education and create award winning film and visualisations. My aim is to continue to work on projects that push the capability and direction of 3d content creation and visual effects.

I am passionate about learning modern visual effects and film making workflows and methodologies. I feel this empowers me as an artist and will enable me to create greater experiences and improve my knowledge of digital cinema and digital media.

**Experience** **CG Lecturer – Media Design School : July 2009 – December 2016**  
My role includes development, delivery and revision of curriculum for the second and third year in the Bachelor of Arts and Design degree. I am also heavily involved in film production classes providing direction, supervision, render farm and shotgun studio management.

When lecturing I primarily handle topics such as production pipelines, vfx photography, advanced lighting techniques and render engine technologies, node based compositing and relighting, matchmoving, colour correction, particle and destruction dynamics, cloth, fluid and liquid simulations.

Other tasks included in my role include R&D into new techniques and industry, student management and assessment, moderation of assessment, and course liaison for the second year of the degree.

**Cinematics Artist – Midway Studios : Jan 2007 – July 2009**  
My role included pre-visualisation, animatic and cutscene creation, general game camera overview and creation, assisting cinematic motion shoots and motion capture acting. Post-process effects development, shader optimizations, realtime lighting and colour grading, promotional material creation and general Autodesk Maya specialist for any art department queries.

**CG Lecturer – Lifeway College : Jan 2006 – Jan 2007**  
My role was to take students through intensive CG training in the first year as part of a two year course.

Topics taught included life drawing, art history, Digital photography, cinematography, storyboarding, animation theory, stop motion, colour theory, matte painting, video editing, motion graphics, compositing, 3D theory, 3D modelling (all surface types), keyframe and procedural animation, lighting, texturing, rendering, rigging, expressions and MEL scripting.

Other tasks included R&D into new techniques and industries, creating learning material, student management and course grading, course liaison, promotional work creation and "master classes" for Year 2 students in the fields of lighting, compositing, and advanced rendering techniques.

**Photo Artist – Photopages : July 2003 – Dec 2003**  
Restoration and enhancement of images, color correction, coloring b&w images, image rebuilding and painting. In addition I also performed R&D on new software, pipeline and techniques.

**Web Designer – Microdot : 2003**  
Designing, editing and maintenance of client websites. Html and flash based work, 3D based flash content and optimization.

**Scanner Operator – Microdot : 2002 - 2003**  
Duties involved scanning original photography and artwork using large format flatbed and drum scanning, profiling color calibration, cleaning scans and original media, color correction for the print medium and color proofing.

## Education

### **Bachelor of Art and Design - Media Design School : Oct 2015 to May 2016**

Level 7 Bachelor's Degree

*CapableNZ program monitored for recognition of Prior Learning and Experience.*

### **2 yr Advanced 3D Animation Course - Lifeway College : Jan 2004 to Dec 2005**

Level 7 Graduate Diploma

*Passed both years with distinction. (95% or higher on all assessments submitted)*

### **National Certificate in Multimedia – Carich Training : Jan 2001 to Dec 2001**

Level 4 Diploma

*Passed with distinction. (Grade A on all assessments submitted)*

### **Diploma in Audio Engineering – SAE Auckland : Jan 1999 to Oct 1999**

## Productions

<b>Possum (2016)</b>	CG Supervision, Pipeline TD
<b>Kittenwitch (2016)</b>	Cinematographer, CG Supervision, Producer, Colourist
<b>The Dragon's Scale (2015)</b>	Cinematographer, CG Supervision, Producer, Colourist
<b>Accidents, Blunders and Calamities (2015)</b>	Cinematographer, CG Supervision, Producer, Colourist
<b>Escargore (2015)</b>	Director, CG Supervision, Producer, Colourist
<b>State of Mind - Black Raven (2014)</b>	VFX Supervision, FX TD
<b>Over The Moon (2013)</b>	CG Supervision, Producer, Colorist, Onset Sound
<b>Shelved (2012)</b>	CG Supervision, Producer, Colorist
<b>The Deadliest Game (2012)</b>	CG Supervision, Producer, Colorist
<b>Cocked Up (2011)</b>	Director, CG Supervision, Producer, Colourist, Sound
<b>Rotting Hill (2011)</b>	CG Supervision, Producer, Colorist
<b>State in mind - Parasomnia (2011)</b>	CG/VFX Supervision
<b>Tiki Tane - Come Fly With Me (2011)</b>	Lighting TD, Compositor
<b>First Contact (2010)</b>	CG Supervision, Producer, Onset Sound, Colorist
<b>Das Tub (2010)</b>	CG Supervision, Producer, Onset Sound, Colorist
<b>Time for Change (2010)</b>	CG Supervision, Producer, Colorist
<b>Slightly Fishy (2009)</b>	CG Supervision, Producer
<b>Experiment 404 (2009)</b>	CG Supervision
<b>Wheelman (2009)</b>	Cinematics Artist, Lighting. Look Development.

## Publications

### **EDUCATIONAL ESCARGORE: Visual Effects Education Practices at Media Design School (2015)**

Education Symposium

Siggraph Asia, Kobe

### **VFX Education and Production by Media Design School(2015)**

4th International Congress Of Multimedia

Bogota, Columbia

### **Over the Moon" About VFX: Industry Level Production in the Educational Space (2014)**

Computer Animation Festival Production Sessions

Siggraph Asia, Shenzhen, China

## Program Skills

My Software knowledge and experience is extensive and reflects back on me not being tool centric but task centric. The applications I am regularly working in currently include (but not limited to): Adobe CC, Autodesk Maya, Sidefx Houdini, The Foundry Nuke Suite, Davinci Resolve, Shotgun Toolkit.

Renderers include: V-Ray, Mantra, Arnold, Pixar's Renderman (and many more)

Operating Systems include: Windows, OS X, Linux

## Referrals

Available on request

**Kitten Witch**

Accepted into 1 International Film Festivals to date

**The Dragon's Scale**

Accepted into 9 International Film Festivals to date with the following awards received:

- 2016 ♦ Best Cinematography, Best Short , Best Fantastic - Torremolinos Int. Fantastic Film Festival

**Accidents, Blunders and Calamities**

Accepted into 76 International Film Festivals with the following awards received:

- 2016 ♦ Best Film Finalist, Best Director, Best Editor, National Audience Award - Show me Shorts  
 ♦ Best Animation - BCN Sports Film Festival  
 ♦ Audience Award - Stuttgart International Festival of Animated Film  
 ♦ Best Animation - Comic Con  
 ♦ Electronic Theater - Siggraph  
 ♦ Jury Prize - Siggraph Asia  
 ♦ Honorary Mention - Prix Ars Electronica  
 ♦ Best Animation - Roma Creative Contest
- 2015 ♦ Best Film Finalist, Best Director, Best Editor, National Audience Award - Show me Shorts  
 ♦ Best Animation - BCN Sports Film Festival  
 ♦ Audience Award - Stuttgart International Festival of Animated Film  
 ♦ Best Animation - Comic Con

**Escargore**

Accepted into 41 International Film Festivals with the following awards received:

- 2015 ♦ Best Animated Film - Idaho Horror Film Festival  
 ♦ Best Film - Geek Short Film Fest  
 ♦ Animago - Best Character

**Over The Moon**

Accepted into 25 International Film Festivals with the following awards received:

- 2015 ♦ Le Prix « Coup de cœur » n°1 - Courts des îles 2015  
 ♦ Finalist - Plymouth Film Festival 2015  
 ♦ Runner Up - CG Student Awards 2015
- 2014 ♦ Finalist - New Zealand Film Festival 2014  
 ♦ Audience Award - Roseville Film and Animation Festival 2014  
 ♦ Finalist - NZ Film Awards 2014  
 ♦ Jury Prize - Siggraph Asia

**Shelved**

Accepted into 31 International Film Festivals with the following awards received:

- 2013 ♦ 1st Place Animation, Best Director, Best Animated Characters - LA Movie Awards  
 ♦ Best Animated Short - NY Int Film Fest  
 ♦ Online Audience Award - Palm Springs Shorts Fest  
 ♦ Best Animated Short Film - NY Shorts Fest

**Dr Grordbort Presents: The Deadliest Game**

Accepted into 26 International Film Festivals with the following awards received:

- 2013 ♦ 4 Awards – LA Movie Awards
- 2012 ♦ Honourable Mention - Boston Sci-Fi Festival
- ♦ Semi Finalist - Youtube Film Festival
- ♦ Gold - The Best Awards NZ
- ♦ Finalist - Animago
- ♦ Finalist - NZ Film Awards

**Cocked Up (7 Entries)**

Accepted into 4 International Film Festivals with the following awards received:

- 2011 ♦ Honourable Mention - Unishorts
- ♦ Honourable Mention - Taipei International Film Festival

**Rotting Hill**

Accepted into 23 International Film Festivals with the following awards received:

- 2011 ♦ 1st Place International Award - LA Movie Awards 2011
- ♦ International: Best Director - LA Angeles Movie Awards 2011
- ♦ International: Best Production Design - LA Movie Awards 2011
- ♦ International: Best Supporting Actor (Bruce Hopkins) - LA Movie Awards 2011
- ♦ International: Best Special Effects - LA Movie Awards 2011

**First Contact**

Accepted into 15 International Film Festivals with the following awards received:

- 2011 ♦ Best Auckland Animation – Hamburg Animation Award
- ♦ Best Technical Contribution - ATFAs (NZ Film and TV Awards)

**Das Tub**

Accepted into 29 International Film Festivals with the following awards received:

- 2011 ♦ Finalist Student Category VES Awards
- ♦ International Finalist Aspen Shortsfest
- ♦ Best Director Honolulu Film awards
- ♦ Best Short Short – Aspen Shortsfest
- ♦ International Award of Excellence - Los Angeles Movie Awards
- ♦ Nomination Audience award – Hamburg Animation Awards
- ♦ Best Technical Contribution - ATFAs (NZ Film and TV Awards)

**Time For Change**

Accepted into 22 International Film Festivals with the following awards received:

- 2011 ♦ Finalist Student Category VES Awards
- ♦ Finalist Athens International Film Fest
- ♦ Gold Kahuna Award – Honolulu Film Awards
- ♦ Best Story – Los Angeles International Underground Film Festival
- ♦ Best Animated Visuals – Los Angeles International Underground Film Fest
- ♦ Best Animation – Los Angeles International Underground Film Fest
- ♦ Best Animation – Talking Pictures Festival
- ♦ 1st Place Animation Award – Los Angeles Movie Awards 2011
- ♦ Animation: Best Director – Los Angeles Movie Awards 2011
- ♦ Best Animated Characters – Los Angeles Movie Awards 2011
- ♦ Animation: Best screenplay - Los Angeles Movie Awards 2011
- ♦ Gold for 3D Animation – The Crowbar Awards
- 2010 ♦ Finalist (Best Young Production) - Animago Awards.