

Work experience

- **CIS - Vancouver** || August 2009 - present
Compositor
 - The Green Hornet
 - RED
 - Salt
 - Twilight: Eclipse
 - Avatar: The Last Airbender
 - Invictus
- **GVFX** || June 2009 - August 2009
Compositor
 - Flicka 2
- **BOLD FILMS** || April 2009 - August 2009
Stereoscopic Compositor and VFX generalist
 - The Hole in 3D - Venice Film Festival 2009 award winner in: 3-D Award
- **Freelance** || April 2006 - present
Compositor and designer
 - Vancouver Olympics 2010 Opening ceremony
 - Music video and commercial work
 - Graphic design, Motion-Graphic and Marketing
 - Coordinating, Team assembly and Supervision
- **Vancouver Film School** || March 2009 – September 2009
Lab Mentor

Work with the final term students on a daily bases assisting in their final project. It is required that I have advance working knowledge of Maya, XSI, Nuke and After Effects and all other software's used within the program with background in Visual Effects and compositing.
- **Hewlett-Packard and Compaq Computers** || August 2005 - May 2007
Executive Corporate Quality Case Manager
 - Instructor
 - R&D alongside the engineering team for high visibility cases
 - Creating documentations for implementation in company plan of success
 - Quality Assurance
 - Final point of resolution.
- **FezDesigns / MinkeyTutor** || June 1995 - 2004
Co - Founder
 - Employed by various companies to do the following:
Photography, Web development, Technical support, Graphic Design, Marketing, Advertisement creation, training, R&D, networking , Brand development, supervision and management of a team of designers.
- **Royal Canadian Air Cadets: Squadron 861 silver fox** || June 1998 – October 2004
Sergeant and an instructor for more than two years.

Volunteer experience

Skills

Software skills in:

- The Foundry Nuke
- Apple Shake
- Silhouette FX (SFX)
- Adobe Photoshop
- Adobe After Effects
- Autodesk Maya
- Tracking and Match-moving
- Autodesk XSI
- Pixar Renderman for Maya
- Maya Fur and Hair

Programming Skills:

- Proficient in: HTML / PHP / CSS / ASP / TCL
- Knowledge in: MEL / Python / PYQT / C++

Technical Development Skills:

- Stereoscopic compositing
- Nuke Tool Development
- Modification of Maya Fur module to reduce renders time while keeping quality.
- Creation of Custom Light rig to emulate Global illumination
- Custom MEL scripts to simplify animation and deformation tasks
- Custom Nuke Gizmo to make repetitive tasks simpler.
- Co-Development of a multi-rig system that implements a smooth bridge between the animator and the FX artists by allowing a switch between a simulated rig and a joint system animated rig without the lost of animation or simulation using a layer system.

Additional skills:

- 6 years of experience in teaching and training.

Education and Educational Skills

- Lab Mentor at Vancouver Film School
- Hewlett Packard [HP] Certified Technical Trainer
- Instructor at the Royal Canadian Air Cadets
- CCNA Certified
- Graphic design and Web development instructor
- Vancouver Film School - 2008 Graduated with scholarship

References

References available upon request.