

## PROFILE

I am a seasoned and proven Senior Flame Artist with extensive experience collaborating with commercial and feature film clients. I bring expertise across all stages of production, from initial creative calls, creative direction and on-set supervision to final delivery.

My skill set spans traditional clean-up and conform, motion graphics, 3D creation, and the integration of AI-driven workflows for optimized efficiency. Core competencies include: Creative direction, online conforming, CG integration, clean-up, color grading, 3D tracking, keying, paint and roto, motion graphics, FX, and versioning.

I thrive in tight-knit creative teams that consistently deliver beyond expectations. As production and VFX processes continue to evolve, I take pride in staying at the forefront of this dynamic industry.

I collaborate closely with production teams to manage schedules, budgets, and job tracking, while also working with IT departments on system management and performance upgrades. As a senior team member, I value mentoring others, helping them streamline their workflows, and maintaining the highest standards of quality and output.

In my free time, you can find me letting loose riding my mountain bike or snowboarding, having a beer with friends, spending time with family or staying up to speed with the latest tools and trends in the visual effects industries.

## EXPERIENCE

### Lead Flame Artist - ZERO VFX (January 2019 - Present)

I am currently working as a staff flame artist at Zero VFX. I work closely with producers, CG artists, film composers, and visual effects supervisors to implement creative strategies to suit our clients' needs. While delivery dates keep getting tighter, it is part of my every day to work with clients and find creative solutions to keep their projects on track and on budget. I provide skills in all areas of post-production including pre-production discussions and solutions, On-Set VFX Supervision, conform through final delivery as well as all versioning to broadcast and online platform standards. I also have experience in implementing AI tools to help automate specific VFX tasks. Please see tools section for specific information

Clients include: Avis, Amerisave, Barclays, Bet Rivers, BIC, Bank of America, Cadillac, Carls Jr, Dodge, Ford Motors, Frontier Networks, Hardees, Hasbro, Hertz, JAMRS (Joint Advertising Market Research and Studies), John Hancock, KFC, Lenovo, LL Bean, Party City, Puma, Progressive Insurance, Reebok, Royal Caribbean, Sam's Club, Strayer University, TGIF, Toyota, Twisted Tea and US Cellular.

### Senior Visual Effects / 3D / Motion Artist - Brickyard VFX (June 2013-Present)

Visual effects, 3D / 2D design and compositing are the ingredients that I work with to keep clients' appetites for beautiful and creative work insatiable. Utilizing my broad knowledge and experience in all aspects of post-production, I am constantly tasked with visual problem solving, turning the mundane into magic and exceeding client expectations. Having directed many front facing client sessions, as well as on-set visual effects supervision, I have a keen ability to manage a project from start to finish. I take pride in keeping projects on time and on budget while staying creative and organized under intense pressure.

Daily tasks consist of compositing, creating animatics, color grading, keying, online-finishing, rotoscoping, 3D animation, 3D modeling, 3D tracking, 3D texturing, motion graphics and file media management.

Clients include: Acura, Bank of America, Cadillac, Chilis, Cheetos, CVS Pharmacy, CenturyLink, Dunkin' Donuts, Indeed.com, Jeep, John Hancock, Knights of Columbus, Lego, Progressive Insurance, Reebok, Subway, Titleist, and US Cellular.

### Lead Creative Editor - WFXT FOX Channel 25 (2011-2012)

As the lead creative editor in the promotions department, I was responsible for all graphics/effects-driven promos for broadcast. Working alongside promotion producers, it was my responsibility to create highly effective on-air spots that drive viewers to marketed shows. From conceptualizing, effects production, editing and sound mixing, I delivered on all aspects of broadcast production. I also advised departmental staff on new techniques and industry standards as well as creative trends and training.

**EXPERIENCE CONT.****Motion Graphics Artist / Editor** - WGBH Channel 2 (2005-2011)

As the sole motion graphics and visual effects artist for the WGBH Creative Group, my primary responsibilities were to provide creative expertise to promotion producers and editors for both local and national productions while maintaining positive client relationships. By leveraging my artistic and technical skills, I produced stylized looks for on-air and internal branding which included spot direction, visual effects and voice-over direction and writing.

In this role, I created all composites and animation for PBS's WORLD national re-branding, provided graphics support and animation for the respective internal production units such as *Greater Boston with Emily Rooney*, *Fetch! with Ruff Ruffman*, *Antiques Roadshow*, *American Experience*, *Frontline* and *NOVA*. In addition, I have a thorough understanding of broadcast and web standards for delivery.

**AWARDS / PROFESSIONAL MEMBERSHIPS**

2016 Emmy nomination (Chicago/Midwest Emmy Chapter)

Outstanding Crafts Achievement for Graphic Arts/Animation/Art Direction/Set Design  
-Liberating a Continent: John Paul II and the Fall of Communism

VES (Visual Effects Society) Active Member 4498

Deans' Fellowship Full-Tuition Scholarship Recipient - Savannah College of Art and Design

**EDUCATION**

Savannah College of Art and Design, MA Visual Effects (on-going)

Rhode Island School of Design, BFA Film / Animation / Video (2004)

**PRIMARY FOCUS / SKILLS**

Visual Effects, Creative Direction, Compositing (Keying, Roto, Split Screens, Tracking, CG Integration, Timewarps)  
3D (Animation, Lighting, Texturing, Re-Topology, UVs, Rendering), Mentoring, Motion Graphics and On-Set Supervision

## Main Tools:

Adobe Creative Suite (After Effects, Photoshop, Illustrator, Premiere)  
After Effects Plugins (Trapcode, Magic Bullet, Plexus, Etc)  
Autodesk (Flame, Flare, Maya)  
(Boris FX Sapphire, Continuum, Mocha Pro, Silhouette, Neat Video)  
Deadline  
Speedtree  
Redshift  
Vray

## Experience with:

AI Tools ( ComfyUI, Invoke, Sammie Roto, Corridor Key)  
Avid Symphony  
Bash and Rocky Linux  
Cinema 4D  
Davinci Resolve  
Embergen  
Nuke  
Shotgrid