

Resume

My core skills are in FX and visual effects animation. I specialise in particles, fluids, simulations and all things effects and natural phenomena.

Feature film effects work:

I have worked on a number of feature productions of various scales and in various roles:

'*Sanctum*' at Iloura, Melbourne - FX/Environment artist

'*The Killer Elite*' at Iloura, Melbourne - FX artist/Generalist

'*Ghost Rider 2: Spirit of Vengeance*' at Iloura, Melbourne - Lead FX artist

Look dev, RnD and lead FX artist for around 80 shots which involved complex fluid simulations, particles and various other challenges. I was solely responsible for the disintegration and hell truck shots and also completed a number of skull fire and miscellaneous shots.

'*Ted*' at Iloura, Melbourne - FX TD

I was the only effects artist on the job, covering a wide range of effects for most things Ted came into contact with. Mainly fluid sims for smoke, beer and bubbles.

'*The Emperor*' at Iloura, Melbourne - Lead FX artist

'*After Earth*' at Iloura, Melbourne (in production) – Lead FX TD/Naiad TD

Lead artist on a number of complex water simulation shots that involve hundreds of creatures running through and interacting with water at high level of detail.

'*I, Frankenstein*' at Iloura, Melbourne (in production) - Lead FX artist

Setting up a number of FX rigs for other artists to pick up and use in other shots. Most of which are smoke and dust simulations, and some destruction.

Education:

2010 - Graduated JMC Academy, Melbourne Australia. I completed by Bachelor of Creative Technology.

2007 - Attended Academy of Interactive Entertainment.

Skill summary:

Expert in 3D Studio max, Maya basics and Houdini basics

Fluid dynamics – fire, smoke, liquids: FumeFX, Realflow Naiad

Rigid body, fragmentation dynamics: Thinking Particles dynamics, Rayfire/PhysX

Particle effects: Thinking Particles, Particle Flow

Volumetric effects – Afterburn, FumeFX, Krakatoa

Shading, lighting, rendering – Vray, Mental ray

Compositing and post-production – Fusion, Nuke