
Objective: Composer/Stereo Composer

Job Experience:

- **Legend 3D (Burbank, CA)- Stereo Composer- April 2011- Present**
 - Working on Various 3D Converted Feature Films
 - Green Lantern (2011)
- **Stereo D- Stereo Composer / 3D Depth Artist- October 2010- April 2011**
 - Working on Various 3D Converted Feature Films:
 - Gulliver's Travels (2010)
 - THOR (2011)
- **Sony Imageworks- Systems Administrator, Associate- May 2010-October 2010**
 - Duties consist of ensuring the stability of technology throughout the facility.

Internship/Volunteer Experience:

- **Sony Imageworks- System Engineering Intern-October 2009-May 2010**
 - Duties consist of helping the systems engineering department with daily tasks and taking tickets to help resolve certain computer/hardware issues.
- **ZOIC Studios- Summer Internship Program- May 2009-August 2009**
 - Duties consist of dropping off/picking up film from other studios, helping artists with everyday tasks, and admin.
 - Internship Competition/Project; "Another Day at the Office"
 - Basic Roto/Comp work for projects such as:
 - New Mexico State Fair Commercial (2009)
- **Visual Effects Society- Production Assistant- January 2009-May 2009**
 - Duties consisted of helping with administration work such as filing and assisting with phone calls.
 - Helped coordinate and participated at events such as their yearly VES Awards Show and Production Summit.
- **SIGGRAPH 2008, Student Volunteer- August 11-15, 2008**
 - Los Angeles, CA- Convention Center
 - Manage SIGGRAPH Participants and helped with exhibition set up and removal

Clubs/Organizations:

- L.A. CHAPTER of ACM SIGGRAPH
- ASIFA-Hollywood

Education:

- **California State University Northridge, B.A. Art; Emphasis in VFX Program**
 - Studies:** 3D VFX, Compositing, Animation, and Modeling
- **FXPHD.com; Expanding and Learning New tools for Visual Effects**
 - Studies:** Nuke, Fusion, and Shake- Certificate #: 5UDVE25P6MCPFMC

Digital/Software Experience:

Nuke

Adobe Suite

Shake
