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DIGITAL ARTIST

Demo Reel Breakdown

1. League Of Legends, Harrowing : Lighting / Texturing / Look Development (VRay, Mari, Maya)

- Primary lighting artist for entire ship sequence.
- Textured and completed look development for decorative skulls. (Lighting - Ian Ruhfass)

2. Halo 5 Trailer : Lighting / Texture Artist / Look Development (VRay, Mari, Maya)

- Environment and character lighting for shots.
- Completed look development and texturing for bomb.

3. Samsung, Galaxy 11 : Lighting (Arnold, Maya)

- Lighting for shots using Arnold.

4. Marvel Daredevil, Netflix Title Sequence : Lighting / Look Development (VRay, Maya)

- Created lighting and look development for each particular shot.
- *This title sequence was nominated for an **Emmy** in the category of "**Best Show Titles of 2015**"

5. League of Legends : Lighting Artist (VRay, Maya)

- Character and environment lighting for shots.

6. Ford Fusion : Texturing / Modeling (Arnold, Mari, Maya)

- Modeling and texturing for plane.

7. Chevy Cruz : Lighting / Texturing / Modeling / Layout (Arnold, Mari, Maya)

- Designed layout of the city and how the grid would animate per shot.
- Lit and textured city and roads.

8. Free Range, Reebok : Lighting / Texturing (VRay, Mari, Maya)

- Primary lighting artist for barn sequence.
- Painted feather map for chicken and did look development for all set extension chicken cages.

9. The Origins of Ilvermorny, Warner Bros. : Lighting / Texturing (VRay, Mari, Maya)

- Look development, texture and lighting artist for castle shot.
- Character and environment lighting artist for remaining shots.