

Reel Breakdown

- 1 **Ready Player One “SDCC Teaser”**- Maya, V-Ray, Atomic, Nuke
Responsibilities: Environment hero lighting/rendering in V-Ray for Maya using Atomic setup. Structure light rigs, vehicle light rigs, interior lights, accent lighting etc. Initial lighting comp using Nuke.

 - 2 **Beauty and the Beast “Rooftop Final Battle”**- Maya, V-Ray, Atomic, Nuke
Responsibilities: Environment lighting/rendering in V-Ray for Maya using Atomic setup. Houdini used to add snow caps to selective rooftops. Initial lighting comp using Nuke.

 - 3 **Iron Man 3 “Barrel of Monkeys”** - Maya, V-Ray, Atomic, Nuke
Responsibilities: Shot lighting/rendering in V-Ray for Maya using Atomic. Digital doubles lookdev, and Mark 16 suit. Initial lighting comp using Nuke.

 - 4 **Independence Day: Resurgence “Dog Fight”**- Maya, V-Ray, Atomic, Nuke
Responsibilities: Shot lighting/rendering in V-Ray for Maya using Atomic setup. Queenship lookdev. Initial lighting comp using Nuke.

 - 5 **Google ATAP “HELP”** - Maya, Arnold, Mudbox, Nuke
Responsibilities: Environment lookdev- buildings, props, and vehicles. Building structure light rigs, and vehicle light rigs.

 - 6 **Plenti “So Happy Together”** - Maya, Arnold, Nuke
Responsibilities: Razor character lookdev, sequence light rigs. Character shot lighting/rendering. Initial lighting comp using Nuke.

 - 7 **Saatchi & Saatchi Directors’ Showcase “Night Shift”** - Maya, Arnold, Nuke
Responsibilities: Sequence light rigs. Character shot lighting/rendering & lookdev support. Initial lighting comp using Nuke.

 - 8 **Coca-Cola “Torch Bear”** - Maya, Arnold, Nuke
Responsibilities: Sequence light rigs. Character shot lighting/rendering. Initial lighting comp using Nuke.
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