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Objective:

I truly enjoy working with technology and film/video. It's not only a career but also a hobby. As one might ask "where do you see yourself in five to ten years?" I'd have to reply a leader in my field. I believe in order to do so, one needs to become a master of the tools that he or she uses rather than let the tools (software and hardware) guide them into their profession. For me, becoming that master is an ever-ongoing process that entails getting as much experience as possible and learning from those who know more than myself. In an attempt to further myself, I continue to look for available businesses that might be willing to offer a willing and talented Visual Effects Artist the opportunity to become a part of the team and learn from those who know more than he does as well as allow him to offer his experience and knowledge to those who seek it.

P r o f e s s i o n a l E x p e r i e n c e

Prologue

Venice, California

November 2011 and ongoing

Position: : Inferno/Flame Artist and Senior Desktop Artist/Compositor

Opening Title Sequence "Mission Impossible 4, Ghost Protocol"

Create Advertising

Hollywood, California

March 2011-August 2011 and ongoing

Position: : Senior After Effects Artist/Compositor

"Twisted Metal" Playstation Game Cinematics within the game

Yu&Co

Hollywood, California

January 2011-March 2011 and ongoing

Position: : Senior After Effects Artist/Compositor

"Call of Juarez-The Cartel" Playstation Game Cinematic

Arsenal FX

Santa Monica, California

January 2011

Position: Inferno/Flame Artist and Senior Desktop Artist/Compositor

M&M and Dr. Dre Grammy Music Video and Stage graphics

Ring of Fire

Santa Monica, California

September 2010-December 2010

Position: Inferno/Flame Artist and Senior Desktop Artist/Compositor

Multiple Commerical Camapaigns such as Microsoft and Radioshack Holiday Campaigns.

Yu&Co
Hollywood, California

August/September 2010 and ongoing

Position: Senior After Effects Artist/Compositor

After Effects Artist/Compositor on LG/Google Mobile Phone Campaign & 3ality Digital Stereoscopic ID.

Greenhaus Design
Culver City, California

July 2010 and ongoing

Position: Senior After Effects Artist/Compositor

After Effects Artist/Compositor on BLA Trailer.

Butcher Editorial
Santa Monica, California

April 2010 thru May 2010 and ongoing

Position: Inferno/Flame Artist and Desktop Artist/Compositor

Flame Artist/Compositor on Lexus and Starbucks Commercial Campains.

Saints LA
Los Angeles, California

April 2010 and ongoing

Position: Flame Artist/Compositor

Flame Artist/Compositor on Kodak Printers Commercial Campaign.

The Lab
New York, New York

March 2010 and ongoing

Position: Senior After Effects Artist/Compositor

After Effects Artist/Compositor on Cadillac Commercial Campaign.

Butcher Edit
Santa Monica, California

January 2010 thru March 2010 and ongoing

Position: Inferno/Flame Artist and Desktop Artist/Compositor

Inferno/Flame Artist on various commercial campaigns such as Toyota Sienna Superbowl campaign, Volkswagon, and Fifth Third Bank.

Giantsteps
Santa Monica, California

January 2010 and ongoing

Position: After Effects Artist/Compositor

After Effects Compositor on Ludacris Music Video.

Blind
Santa Monica, California

December 2009 and ongoing

Position: Senior Flame Artist

Flame Artist on Jello Commercial.

Sunset Editorial
Los Angeles, California

November 2009

Position: After Effects Artist/Compositor

After Effects Artist/Compositor on Shakira "Give It To Me" Music Video.

Paranoid U.S.
Culver City, California

October 2009 thru November 2009 and Ongoing

Position: Senior Inferno/Flame Artist/After Effects Compositor

Senior Inferno/Flame Artist/After Effects Compositor on various commercial campaigns such as Fed EX/Monsters.com/Polaroid.

Cimarron Entertainment
Hollywood, California

August 2009 to October 2009

Position: Senior Creative Director and Manager Design/VFX Dept. Theatrical Division

Senior Creative Director and Manager of entire Design/VFX Dept. responsible for bidding/supervision/and creative direction.

Yu&Co
Hollywood, California

June 2009 thru August 2009 and ongoing

Position: Senior Inferno/Flame Artist/Designer/Compositor

Senior Inferno/Flame Artist/Designer on various film and commercial projects.

Paranoid U.S.
Los Angeles, California

June 2009 and ongoing

Position: Senior Inferno/Flame Artist

Senior Inferno/Flame Artist on Enviga Commercial Campaign.

Greenhaus
Culver City, California

May 2009 and ongoing

Position: Senior Combustion/Designer/Compositor

Senior Combustion Artist/Designer/Compositor on "Phelam123".

Giantsteps
Venice, California

March 2009 and ongoing

Position: Senior Combustion/Designer/Compositor

Senior Combustion Artist/Designer/Compositor on Multiple Projects Film and Commercial

Gradient FX
Marina Del Rey, California

February 2009 and ongoing

Position: Senior Combustion/Designer/Compositor

Senior Combustion Artist/Designer/Compositor on "The Ugly Truth".

Brand New School
Los Angeles, California

January 2009 and ongoing

Position: Senior Combustion/Designer/Compositor

Senior Combustion Artist/Designer/Compositor on Denny's Commercial.

Giantsteps
Venice, California

December 2008 and ongoing

Position: Senior Combustion/Designer/Compositor

Senior Combustion Artist/Designer/Compositor on Corbin Bleu Music Video.

Proof
Los Angeles, California

November 2008 and ongoing

Position: Senior After Effects Artist/Designer/Compositor

Senior After Effects Artist/Designer/Compositor on Music Video.

The Famous Group
Culver City, California

October 2008 and ongoing

Position: Senior After Effects Artist/Designer/Compositor

Senior After Effects Artist/Designer/Compositor on Barbie Campaign.

Stardust
Santa Monica, California

August/September 2008 and ongoing

Position: Senior After Effects Artist/Designer/Compositor

Senior After Effects Artist/Designer/Compositor on Honda Odyssey Campaign.

Yuco
Hollywood, California

May 2008 thru September 2008 and ongoing

Position: Senior Inferno Artist/After Effects Artist/Designer/Compositor

Senior Inferno Artist/After Effects Artist/Designer/Compositor on 500 shots to the film "Game 2008".

Pacific Title & Art Studio
Hollywood, California

April 2008 and ongoing

Position: Senior After Effects Artist/Designer/Compositor

Senior After Effects Artist/Designer/Compositor on "Hancock" Main on End Titles.

Buster Design
Los Angeles, California

February to March 2008 and ongoing

Position: Senior After Effects Artist/Designer/Compositor

Senior After Effects Artist/Designer/Compositor on "Mrs. Butterworth" Commercials.

Prologue
Santa Monica, California

February 2008 and ongoing

Position: Senior After Effects Artist/Designer/Compositor

Senior After Effects Artist/Designer/Compositor on "IDC" Commercial Campaign.

Therapy
Santa Monica, California

February 2008

Position: After Effects Artist/Designer

After Effects Artist/Designer/Compositor on "Sony" Commercial Screener.

Eden FX
Hollywood, California

January to February 2008 and ongoing

Position: Senior After Effects Artist/Compositor

Senior After Effects Artist/Compositor on "Nim's Island".

Create Advertising
Culver City, California

November 2007 to January 2008 and ongoing

Position: Senior After Effects Artist/Designer

Senior After Effects Artist/Motion Designer on Sony CES Campaign and various Theatrical Trailers.

Blind
Santa Monica, California

October 2007 to Ongoing

Position: Senior Flame Artist

Senior Flame Artist/After Effects Designer on Cell South Commercial.

X1FX
Culver City, California

October 2007 to Ongoing

Position: Senior Flame Artist

Senior Flame Artist on film promo for Fred Claus.

Grayscale Creative
Los Angeles, California

September 2007 to Ongoing

Position: Senior Compositor/Designer After Effects Artist

After Effects Compositing/Design on MGM Theatrical Channel Rebranding Graphics Package.

Blind
Santa Monica, California

September 2007 to Ongoing

Position: Senior Flame/Inferno Artist

Flame Compositing on Cellullar South Commerical Campaign.

20Twenty
Santa Monica, California

August 2007 to Ongoing

Position: Senior Flame/Inferno Artist

Flame Compositing on Nike Commercial Campaign.

Ring of Fire
Santa Monica, California

August 2007 to Ongoing

Position: Senior Flame/Inferno Artist

Flame Compositing on AT&T Commerical Campaign.

ShadowPlay Design Studio
Los Angeles, California

July 2007 to Ongoing

Position: Senior Compositor and After Effects Artist

After Effects Compositing on Safeway Commercial Campaign.

Ayzenberg Agency
Pasadena, California

July 2007 to Ongoing

Position: Senior Compositor and After Effects Artist

After Effects Compositing on Stuntaman Video Game Cinematic.

Golden Era Productions
Hemet, California

June 2007 to Ongoing

Position: Senior Flame Artist/Visual FX Artist

Flame Compositing on various theatrical films for L. Ron Hubbard.

Sight Effects
Santa Monica, California

May 2007 to May 2007

Position: Flame Artist/Compositor

Flame Compositing on Time Warner Commercial Campaign.

Sony Imageworks
Culver City, California

April 2007 to May 2007

Position: Senior Flame Artist/Visual FX Artist

Flame Compositing on various theatrical films and trailers such as "I am Legend".

Sway Studios
Culver City, California

April 2007 to Ongoing

Position: Flame Compositing and Design

Flame Compositing on "Ford" Commercial for JWT Detroit.

Studio Ember
Venice, California

April 2007 to Ongoing

Position: After Effects Compositing and Design

After Effects Compositing and Design on "Microsoft" Commercial.

Riot
Santa Monica, California

March 2007 to Ongoing

Position: Flame/Inferno Compositing

Flame/Inferno Compositing on "Die Hard 4" Theatrical Trailer.

Zoic Studios
Culver City, California

February 2007 to Ongoing

Position: After Effects Compositing

After Effects Compositing on Sun Server Commercial.

Riot
Santa Monica, California

February 2007 to Ongoing

Position: Flame/Inferno Compositing

Flame/Inferno Compositing on Christina Aguilera "Candy Man" Music Video.

X1FX
Culver City, California

February 2007 to Ongoing

Position: Flame/Inferno Compositing and Supervision

Flame/Inferno Compositing and Supervision on Lumidee Music Video.

Shine February 2007 to Ongoing
Los Angeles, California

Position: After Effects Design and Compositing

After Effects design and compositing on Fox Reality Promos and a show open for "The Winner".

Logan January 2007 to Ongoing
Venice, California

Position: Flame/Inferno Compositing

Flame/Inferno Compositing on Hilton/Double Tree Hotels.

Method January 2007 to Ongoing
Santa Monica, California

Position: Flame/Inferno Compositing

Flame/Inferno Compositing on Kia Car Campaign and Toyota Superbowl Spot.

Base2Studios January 2007 to Ongoing
West Los Angeles, California

Position: Flame/Inferno/After Effects/Combustion Compositing Supervisor

Flame/Inferno/AE/Combustion Compositing Supervisor on Las Vegas Miracle Mile Mall Interactive Installation.

Universal Images December 2006 to December 2006
Southfield, Michigan

Position: Flame/Inferno Compositing

Flame/Inferno Compositing on Various Commercial Campaigns including Jeep Cherokee / Ford Expedition / PNC Bank.

X1FX December 2006 to Onaoina
Culver City, California

Position: Flame and After Effects and Cinema 4D Compositing and Design

Flame/Inferno Design and Compositing on "Sammie" Music Video.

Fox Studios September 2006 thru December 2006 and Ongoing
Beverly Hills, California

Position: Flame and After Effects and Cinema 4D Compositing and Design

Flame/After Effects Design and Compositing on various national branding and promotions.

Radium September 2006 to Ongoing
Santa Monica, California

Position: After Effects Design and Compositing

After Effects/Flame Design and Compositing on Target Campaign.

Shine July 2006 to Ongoing
Los Angeles, California

Position: After Effects Design and Compositing

After Effects Design and Compositing on Sony and Quantel Campaigns.

Ring of Fire
West Hollywood, California

August 2006 to Ongoing

Position: Inferno Compositing

Discreet Inferno Compositing on NFL Replay TV campaign.

Big Machine Design
Hollywood, California

July 2006 to Ongoing

Position: After Effects Design and Compositing

After Effects Design and Compositing on Trico Commercial Spot and Gene Simmons Family Jewels.

Blissium/Motiv Films
Santa Monica, California

April 2006 thru June 2006 to Ongoing

Position: VFX Supervisor/Creative Director

Lead Visual Fx Artist/Creative Director on various commercial projects.

Blind
Santa Monica, California

April 2006 to Ongoing

Position: Flame Artist/Visual FX Compositing

Flame Artist/After Effects Designer Dunkin Donuts and Gnarles Barkley "Crazy" Music Video.

GTN
Oak Park, Michigan

March 2006 to Ongoing

Position: Inferno/Flame Artist

Inferno/Flame Artist for American Equity Mortgage through Doner.

Golden Era Productions
San Jacinto, California

February 2006 to Ongoing

Position: Inferno/Flame Artist

Inferno/Flame Artist and Instructor on various restorations of films of L. Ron Hubbard.

Hydraulx
Santa Monica, California

January 2006 to January 2006

Position: Inferno/Flame Artist

Inferno/Flame Artist on films & music video projects i.e. "The Adventures of Poseiden" and Flyleaf.

Brickyard VFX
Santa Monica, California

January 2006 to Ongoing

Position: Inferno/Flame Artist

AT&T Olympics Campaign Composer/Artist.

Ring of Fire
West Hollywood, California

October 2005 to Ongoing

Position: Inferno Artist

Inferno Artist on Wieden + Kennedy Nike Campaign.

GTN
Oak Park, Michigan

September 2005 to Ongoing

Position: Inferno/Flame Artist

Inferno/Flame Artist for Detroit Auto Show through Cambell-Ewald.

B1 Media
Studio City, California

August 2005 to December 2005

Position: Senior Compositor/Combustion/After Effects Artist

Designer/Animator/Compositor for History Channel Release "Book of the Dead" and various other projects.

Imaginary Forces
Hollywood, California

June 2005 to Ongoing

Position: After Effects Artist

Designer/Animator for "Legend of Zoro Titles."

Yuco
Hollywood, California

November 2004 to June 2005 and Ongoing

Position: Inferno Artist/After Effects Artist

Compositing supervisor on various commercials projects and film projects.

Entity FX
Santa Monica, California

February 2006 to Ongoing

Position: After Effects Artist/Inferno Artist

Compositing on the Television Show "Smallville".

Method
Santa Monica, California

August 2004 to Ongoing

Position: Flame Artist/Visual FX Compositing

Inferno Artist for Nissan Spots.

Blind
Santa Monica, California

August 2004 to Ongoing

Position: Flame Artist/Visual FX Compositing

Flame Artist/VFX Supervisor for Jet Music Video "Look What You've Done".

Disney/ABC Networks
Burbank, California

July 2004 to Ongoing

Position: Flame Artist/Visual FX Compositing

Flame Artist for various jobs ranging from simple rotoscope and beyond.

Stan Winston Studios
Van Nuys, California

February 2004 to Ongoing

Position: Visual FX Compositor Combustion and After Effects

Visual FX Compositor for multiple films including "Keeper: The Legend of Omar Khayyam" and "Sky Captain and A World of Tomorrow."

Panoply Pictures
Hollywood, California

January 2004 to February 2004

Position: Flame/Inferno Artist

Flame Artist for “Traffic” Miniseries, “Shindlers List” Titles. General Hospital Soap Opera, etc, Titles, Conforms, and Onlines.

Fox Studios
Beverly Hills, California

December 2003 to Ongoing

Position: Flame Artist

Flame Artist for Fox Sports Net and Fox Sports Promotions National Campaigns and Designs as well as Regional Campaigns for other markets.

Zoic Studios
Culver City, California

October 2003 to Ongoing

Position: Flame/Inferno/Combustion/AfterEffects Artist

Freelance Compositor for “Battle-Star Gallactica.”

Click 3X
New York, New York

October 13 2003 to October 17

Position: Flame/Inferno Artist

Freelance Compositor for multiple projects including “Samsung Butterfly” and “Travelocity Logo Identity.”

Stan Winston Studios
Van Nuys, California

August 2003 to Ongoing

Position: Compositor/Variou Applications

Freelance Compositor for the film “Cat in the Hat” and “Lincoln Memorial Project.”

S4 Studios
Hollywood, California

March 2003 to Ongoing

Position: After Effects Artist/Compositor

Freelance After Effects Artist/Compositor for theatrical trailer to “Legally Blonde 2” and “A League of Extraordinary Gentleman.” In addition, I supervised the effects and composited/onlined a teaser trailer for “Agent Cody Banks 2.”

Whoodoo EFX Inc.
Santa Monica, California

March 2003 to July 2003

Position: Inferno/Flame Artist

Freelance Inferno/Flame Artist for selected shots in the film “Xmen 2.”

Mixin Pixls
Santa Monica, California

March 2003 to July 2003

Position: Inferno/Flame Artist

Freelance Inferno/Flame Artist for 15 minute “Interactive Health” Infomercial.

The Syndicate
Santa Monica, California

February 2003 to Ongoing

Position: Inferno/Flame Artist

Freelance Inferno/Flame Artist for the Film "Torque".

Digital Domain
Venice, California

February 2003 to June 2003

Position: Inferno/Flame Artist

Freelance Inferno/Flame Artist for various Commercials and Film Work.

Gorilla Post
Santa Monica, California

January 2003 to May 2003

Position: Flame Artist

Freelance Flame Artist for various Music Videos.

Boxer Films
Los Angeles, California

December 2002 to January 2003

Position: Principle Composer for Justin Klarenbeck on an AT&T Commercial

Principle Composer for "AT&T" Commercial.

Milne FX
Los Angeles, California

December 2002 to December 2002

Position: Flame/Flint Artist

Freelance Flame/Flint Artist for television show "JAG."

S4 Studios
Van Nuys, California

November 2002 to November 2002

Position: After Effects/Combustion Artist

Freelance After Effects/Combustion Artist for film trailer work on a "League of Extraordinary Gentleman."

Illusion Arts
Van Nuys, California

October 2002 to October 2002

Position: Inferno/Flame Artist

Freelance Inferno/Flame Artist for shots in the film "Bruce Almighty" through Hollywood Digital.

Hollywood Digital
Hollywood, California

October 2002 to November 2002

Position: Inferno/Flame Artist

Freelance Inferno/Flame Artist for various Music Videos and Films.

Palomar Pictures
Los Angeles, California

October 3, 2002 to October 9, 2002

Position: Inferno/Flame Artist

Freelance Inferno/Flame Artist for SR-71 Music Video "Tomorrow". Directed by David Brooks, Produced By Dawn Fanning.

Planet Blue
Santa Monica, California

June 1999 to October 2002

Position: Inferno/Flame Artist and Macintosh/PC Design and Graphics

Details of the position included knowledge of Unix based operating systems, namely Silicon Graphics, as well as specialized software used for compositing techniques and 3D animation with video and film. Specifically the position involved full and assisted oversight over online and offline compositing sessions utilizing both Discreet Inferno and Flame. Client relationship building was integral to the position and expected throughout employment. Design work was created both on devoted systems such as the Discreet Inferno and Flame as well as on traditional Mac's or PC's utilizing applications such as Adobe After Effects, Pinnacle Commotion, Discreet Combustion, Adobe PhotoShop and various other applications. Early stages of onsite logistics and visual effects supervision were also utilized on a limited number of certain projects. Integration within the team was an expected part of the position. I was solely responsible for entire online presence and support as well as the online trademark insignia. To do so, programming with HTML and JavaScript was a necessity.

Postique/Griot Post Production
Southfield, Michigan

May 1998 to April 1999

Position: Flame Artist and Macintosh Design and Graphics

Details of the position included knowledge of Unix based operating systems, namely Silicon Graphics, as well as specialized software used for compositing techniques and 3D animation with video and film. The position also entailed being comfortable in front of clientele and a knowledge of how to explain the logistics of creating a particular effect and whether or not it was feasible under the guidelines of their budget and time constraints. Being an integral member of the graphics team also required a commitment to the project as well as the ability to work as a part of a team in creating a piece, ranging from commercial spots to internal industrial videos. Being a good story-teller doesn't hurt either—knowing how to visualize an idea, explain it to others, and put it down on paper before creating it in the digital environment makes for a much better final product.

Infinite Horizons
Farmington Hills, Michigan

May 1995 to May 1999

Position: President

Details of the position included original initiative to build the business (a multimedia business specializing in four major areas, Desktop Publishing, Interactive CD-ROM, Web Creation/Internet Commerce, and Video), ability to effectively deal with clientele on a personal basis, ability to manage four other employees, and the ability to control all finances regarding and maintaining a sound business. Being the president of my own business also required me to be knowledgeable in all areas of the computer related field. It was necessary that I had a full understanding and know-how of every graphically related application on the Macintosh. It also required that I was responsible for the intrinsic details of each area that Infinite Horizons revolved around including printing, the Internet, animation, CD-ROM authoring, and video production. In addition, I also needed to be capable of effectively teaching others in specific areas that Infinite Horizons was structured around. Clientele relationships, and knowing how to make people feel comfortable in their surrounding was also a key necessity.

Forest Post Productions
Farmington Hills, Michigan

May 1997 to September 1997

Position: Assistant Editor

Details of the position included familiarity and intrinsic knowledge of the "tape room," proficiency with technical equipment, the ability to effectively use and edit with Avids in front of clientele, as well as gaining as much experience off a Flame system as time would allow. In addition, I would sit in on on-line editing sessions helping with CG overlay and assisting the editor with various tasks. I also worked in the graphics department creating various design elements and titles to be used in the edits using Macintosh and SGI based applications for projects.

Electric Image
Santa Monica, California

January 1997 to January 1999

Position: Beta Tester

Details of the position required a commitment to verify errors in the software design of applications before they were released to the consumer market. The job also required me to be knowledgeable regarding computers and how they work as well as software design and interactivity. A thorough knowledge of the application is also required.

Mac Summit
Santa Monica, California

December 1996 to January 1997

Position: Assistant Teacher

Details of the position included a through knowledge of Adobe Photoshop and all Metacreations software. It also entailed the ability to be descriptive in detail and understandable to those who were unfamiliar with the technology being used.

Adobe
Mountain View, California

November 1996 to Present

Position: Beta Tester

Details of the position require a commitment to verify errors in the software design of applications before they are released to the consumer market. The job also required me to be knowledgeable regarding computers and how they work as well as software design and interactivity. A thorough knowledge of the application is also required.

Metacreations
Carpinteria, California

Januarv 1995 to March 1997

Position: Alpha/Beta Tester

Details of the position require a commitment to verify errors in the software design of applications before they are released to the consumer market. The job also requires me to be knowledgeable regarding computers and how they work as well as software design and interactivity. A thorough knowledge of the application is also required.

E d u c a t i o n

1995 to 1999

University of Michigan
Ann Arbor, Michigan

Bachelor of Computer Science Degree and Bachelor of Film Degree

As a freshman in college I placed into the graduate level Computer Art/Computer Animation classes that U of M had to offer. As a sophomore I successfully completed all available graduate classes that U of M had to offer in the area of digital animation and art. I taught classes ranging from 2D animation using applications such as Adobe After Effects to 3D Modeling and Animation courses using Electric Image 3D. All knowledge of film and video production as well as software was primarily self-taught although college allowed for the more critical approach to film and video. I made an effort to be as up to date as possible when it came to new technologies in the area of Multimedia and Video and tried to stay as knowledgeable as possible with a variety of software applications on various platforms (Macintosh, PC, UNIX). Throughout my college experience I've worked with film utilizing Arri-S, Bolex, Aaton, and Panavision cameras as well as all formats of video ranging from VHS to Panasonic D5 creating various independent films and videos. I graduated with both a Bachelor of Arts degree in Film and a Bachelor of Science degree in Computer Science.

Skills

Experienced On Set Visual FX Supervisor: Very experienced in on set supervision in finding easier solutions to accomplishing the shot as well as providing technical support for visual effects laden projects to be sure all elements are captured as needed to ensure a great end result. Also very capable at bidding visual fx based campaigns.

Experienced Inferno/Flame/Flint Compositor with Design Capabilities: Capable of handling an entire job from online to finish on Discreet Inferno and Discreet Flame. I also enjoy the opportunity to work within systems such as Adobe After Effects, Commotion, or Combustion, and other desktop based applications creating elements that are imported into Flame or Inferno or finished entirely on a mac or pc for use in the online composition.

In-depth & Professional Knowledge of Post Production Software: Discreet Inferno, Flame, Flint, Combustion, After Effects, Illustrator, Photoshop, Commotion, Final Cut Pro, Lightwave, Avid Media Composer, Studio Artist, Elastic Reality, Golive, Macromedia UltraDeveloper, DVD Studio Pro, Freehand, Electric Image Universe, Media Cleaner Pro, JavaScript, HTML, and many others.

Experience with both High Resolution Film Work and Commercial Work: Well versed in dealing with cineon files within After Effects and other desktop based applications and 2K work on Discreet Inferno and Flame. I am also experienced in the Film Intermediary Process.

In-depth & Professional Knowledge of Beauty Work on Flame and Inferno: Capable of dealing with cleaning up complexions and enhancing looks of actors and actresses with blemishes, acne, etc. or enhancing overall contrast of make-up.

Excellent Skills in Matting and Keying Difficult Shots: Having delt with some incredibly difficult matting and keying shots I have developed specialized techniques using applications such as Ultimatte, Primatte, Discreet's 3D Keyer, and Rotoscoping by hand to pull excellent mattes.

In-depth Knowledge of Webpage Design and Programming: Well versed in HTML and JavaScript with limited background in Flash. Fully capable of designing and implementing an in-depth website with advanced applications such as Message-boards, File Communications, Forms, PHP Programming, and various other advanced techniques.

Excellent Client Skills: Client skills are everything in this business and I always strive for excellence. I've handled jobs both in supervised and unsupervised sessions.

Welcoming Character: Self motivated and extremely particular to the details, good listener. I am capable of working as part of a team or leading one. I am accepting of others comments and am willing to put in the hours in order to meet the deadlines.