



### **Lakewarden - 0:05**

Animated short featuring an old war robot interacting with an underwater ecosystem. Responsible for all global and shot lighting. Other roles include lead project management, pipeline liaison, VFX, rigging, rendering, concept art, and surfacing.

Software: Unreal Engine 5, Autodesk Maya, Substance Painter, Houdini, Nuke, Premiere



### **Open for Beezness - 0:28**

Animated short featuring a bee barista opening his coffee shop for the day. Responsible for all global and shot lighting. Other roles include modeling, surfacing, compositing, and graphic design.

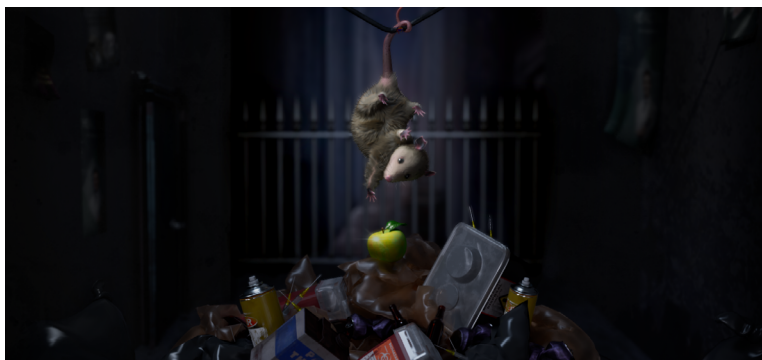
Software: Autodesk Maya, Pixar RenderMan, Substance Painter, Houdini, Nuke



### **Songwriter's Desk - 0:39**

Still render of a teenage songwriter's workspace, inspired by my love for 80's music culture. Responsible for all lighting. Other roles include all surfacing, layout, and setdressing.

Software: Autodesk Maya, Pixar RenderMan, Substance Painter



### **One Man's Trash - 0:42**

Still render created for a 36-hour timed computer graphics competition, awarded Best in Still Work. Responsible for all lighting and compositing. Other roles include modeling, surfacing, and matte painting.

Software: Autodesk Maya, Pixar RenderMan, Substance Painter, Houdini, Nuke



### **The Rustic Cabin - 0:46**

Exploring color theory and representation of emotion through lighting. Responsible for all lighting and compositing. Other roles include setdressing and layout. Mentored by a lighting artist at Bluepoint Games and a lighting/VFX artist at LucasFilm Animation.

Software: Unreal Engine 5, Autodesk Maya, DaVinci Resolve