

Lead 3D Artist / Team Leader

Nov 2005 - Dec 2006 **Plastic Wax** Sydney, Australia

- Ghost Rider - Cinematic.
- Tombraider: Legends - Cinematic & TV Commercial.
- Tombraider: Anniversary - Cinematic.
- MotoGP 2007 – In Game Characters.

Senior 3D Artist

Oct 2003 - Nov 2005 **Animal Logic** Sydney, Australia

- Happy Feet (3D Feature Film).
- Jim Henson's Farscape: Peacekeep Wars (Two-Part Movie)
- Cartoon Network - Network ID's.

Senior 3D Artist

Feb 2002 - Oct 2003 **Plastic Wax** Sydney, Australia

- Hitman 3: Contracts – Cinematic.
- Broken Sword 3 – Character Artist.
- Robin Hood: Defender of the Crown - Cinematic.
- Wiggles in Space – 3D Movie.

Senior 3D Artist

Mar 2001 - Nov 2001 **Digital Hiphop** Los Angeles, USA

- Sisqo - "Thong Song" (Music Clip).
- Sum 41 - (Music Clip).
- DMX - (Music Clip).

3D Consultant / Trainer

Nov 2000 - Mar 2001 **E-Brilliant** Singapore, Singapore

- Training a lead modeler and technical director on proprietary software.
- Conduct lectures and create tutorials for 20 employees on Low-Poly games production pipeline.

Lead 3D Modeler / Technical Director

Aug 1998 - Nov 2000 **Brilliant Interactive Ideas** Sydney, Australia

- Xena: Warrior Princess - 3D cartoon series.
- Ace Ventura - 3D cartoon series.
- KISS: The Immortals - 3D cartoon series.

Education

- Digital Visual Effects Traineeship - NSW Film and Television Office, (1998 - 1999)
- Higher School Certificate - Mullumbimby High School (1996)

Industry Presentations

Games Connect 2006 - Autodesk Guest Speaker

I was invited by Autodesk to present a 40 minute Presentation on *3D Game Asset Production Pipeline*. It detailed the pipeline for creating High-Res and Low-Res models for games using ZBrush, texture map baking in Maya, Character Rigging and many other techniques I've learnt over the years.

References

References are available on request.