

WORK EXPERIENCE

Asylum	Film: <i>Transformers, Déjà Vu</i> . Commercial: Boeing, Propel, Rice-a-Roni, Cub Cadet.
B1 Media	<i>Harry Potter and the Goblet of Fire</i> DVD menus. Received award for best DVD menu in 2005
Brand New School	TV: Aflac, Kia, FoodMaxx, Coca Cola, Target, FuelTV
Engine Room	Film: <i>Wizards of Waverly Place The Movie</i> .
Eight Vfx	TV: Bavaria, T-Mobile commercials.
Gradient Effects	Film: <i>The Box</i> (nominated for VES award 2009), <i>Fireflies in the Garden</i> , <i>The Informers</i> , <i>The Invention of Lying</i> , <i>Feast of Love</i> , <i>Southland Tales</i> , <i>DragonBall</i> , <i>Game</i> . TV: <i>Who's Gonna Save My Soul</i> (Gnarls Barkley, VES nomination 2008, Grammy nomination 2008). <i>Krupp</i> (VES Nomination 2009).
Look Effects	Film: <i>Southland Tales</i> , <i>Next</i> . TV: <i>Sudberry</i> , <i>Bones</i> . <i>Space Shuttle Experience</i> for NASA Kennedy Space Center
Method Studios	TV: Sony PS3 Spot, Miller. Film: <i>Pirates of the Caribbean III</i>
Shotwell Films	Production and graphic designs for props and sets.
Sony Pictures Imageworks	Film: <i>G-Force</i> (lighting/comp TD)
Stardust	TV: Budweiser and Sprint commercials.
The Gnomon School of VFX	Instructor. Designed and implemented a new pipeline for the production of Gnomon's instructional DVDs.
Zoic Studios	Games: <i>FIFA 2006</i> , <i>The Godfather</i> , <i>Medal of Honor</i> cinematics TV: <i>Spyhunter</i> commercial spot, <i>Ultra</i> , <i>Three Pounds</i> episodics.

Areas of Expertise: Look development for visual effects, LIDAR scanning and on set survey, lighting, texturing, some matte painting. Brand identity development and design execution. Project management and training experience in several fields and through multiple jobs (IT, 3D graphics.), as lighting lead, lookdev lead, supervisor, and manager. Teaching experience in 3D graphics, trainer of new hires and English/French tutor.

Software Packages (All used in production): Photoshop, Maya, Mental Ray, Render Man, Shake, After Effects, Nuke, Katana, Body Paint, Boujou, MatchMover, Illustrator, Painter, Draw, Dreamweaver, Fireworks, Premiere, Final Cut, Blast Code, Zbrush, Rush, Deadline.

Systems and other relevant hard skills: 5 years Windows network administration, 4 years Linux, OS X, some Solaris 8, HTML, some MEL scripting and shader language. Fluent in French and Russian, basic Spanish conversation.

EDUCATION

Gnomon School of VFX. Hollywood CA. Jan 2005

Claremont McKenna College. Claremont, CA. Spring 1997

B.A. Dual Major: Economics and Russian. Received Honors.

Monterey Institute of International Studies. Monterey, CA. Summer 1995

Gorny Institute. St. Petersburg, Russia. 1995