



**Contact**  
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## Personal Statement

I am a lighting artist, currently working at Framestore London. I'm experienced in a collaborative environment and have worked on a variety of shows ranging from feature animation to live action/CG integration. I have worked in both Maya and Katana using Arnold and Pixar Renderman, as well as adapting to constant change requests from clients and fixing tech issues.

## Experience

5th September 2022 - present  
Framestore London  
Role: Lighting TD

16th September 2020 - 26th August 2022  
MPC Episodic London  
Role: Key Lighting TD

I joined MPC Episodic as it was newly created and I worked on several high profile TV series. I was also in management of a small team to ensure we reached milestones and each shot stayed consistent.

2nd March 2020 - 24th June 2020  
WWFX UK  
Role: Lighting TD

During my time here, I worked on a high profile project but with a small scale team. Most of the shots were handled by me from lightrig set up to delivering to comp. As well as self diagnosing technical issues.

12th February 2018 - 20th December 2019  
MPC film London  
Role: Lighting TD

27th February 2017 - 12th January 2018  
Mikros Image Animation  
Role: Lighter/Compositor

11th July 2016 - 24th Feb 2017  
Blue-Zoo Animation  
Role: Junior Lighter/Compositor

## Education

September 2013 - May 2016  
University of Hertfordshire  
BA Hons 3D animation  
First Class Honours

## Software

Katana  
Nuke  
Arnold  
Redshift  
Autodesk Maya  
Autodesk Mudbox  
Mari  
Zbrush  
Adobe After Effects  
Adobe Flash

## Skills

Lighting/Rendering  
Compositing  
2D concepts  
Modelling  
Texturing  
Matte painting  
2D fx

## Languages

English  
Chinese Madarin  
Chinese Cantonese