

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've worked on several high profile TV series. I was also in management of a small team to ensure we reached milestones and that each shot stayed consistent.

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

During my time here, I've 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