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**SKILLS**

- Maya/Mental Ray
- Renderman
- XSI
- Shake
- AfterEffects
- Digital Fusion
- Nuke
- Photoshop
- Win/Mac/Linux

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**PROFESSIONAL EXPERIENCE**

**Weta Digital**, Miramar, New Zealand **2009**  
Lighting TD  
*Avatar* (VFX Feature Film)

**Rhythm and Hues**, Los Angeles, CA **2008 – 2009**  
Sr. Lighting TD  
*Aliens in the Attic* (VFX Feature Film)  
*Night at the Museum: Battle of the Smithsonian* (VFX Feature Film)

**Digital Domain**, Venice, CA **2008**  
Lighting TD  
*Speed Racer* (VFX Feature Film)

**Blue Sky Studios**, White Plains, NY  
Lighting TD  
*Horton Hears a Who* (CG Feature Film) **2007 – 2008**  
*Ice Age II: The Meltdown* (CG Feature Film) **2005 – 2006**

**Sony Pictures Imageworks**, Culver City, CA **2007**  
Lighting TD  
*Beowulf* (CG Feature Film)

**Omaton**, San Clemente, CA **2005**  
Lighting TD  
*Barnyard: The Movie* (CG Feature Film)

**Sony Computer Entertainment America**, San Diego, CA  
Sequence Lighting Lead **2006 – 2007**  
*Lair* (PS3 game cinematic)

Lighting TD **2004 – 2005**  
*Lair* (E3 Trailer)  
*Killzone* (E3 Trailer)  
*Socom Navy Seals Bravo* (PSP Cinematics)  
*Socom 3* (Game Cinematic)  
*Socom PSP* (Game Cinematic)  
*MLB 2006* (Game Cinematic)

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**ADDITIONAL FREELANCE WORK**

**Ogilvy & Mather, RhinoFX, Game-On Exchange, Edgeworx**

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**EDUCATION**

**New York University**, New York, NY **2002 – 2004**

- Master of Science in Digital Imaging and Design
- Graduated with High Honors
- Best Artistic Graduate Thesis Project, 2004

**Fashion Institute of Technology**, New York, NY **1997 – 2002**

▪ Bachelor of Fine Arts in Interior Design/Graphic Design

**Bezalel Academy of Art and Design**, Jerusalem, Israel **1995 – 1996**

- Fine Arts: painting, sculpturing and print making

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**HONORS & AWARDS**

**Siggraph NYC MetroCAF Animation Festival** **2004**

- 3D Animation *Falling* selected for screening

**PAVE National Student Design Competition** **2001**

- 3rd Place