Kenneth Nakada

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Roles and Responsibilities

Amazon MGM Studios - (Jul 2020 - PRESENT) <u>SUPERVISED DESIGN AND ON-SITE</u> CONSTRUCTION OF VP STAGE, LED VOLUME BUILD, AND VP TEAMS BUILD

Head of Virtual Production Operations (Jan 2022 - Present)

Amazon MGM Studios <u>Stage 15 LED Volume</u> official launch Dec 2022. Filmed Candy Cane Lane starring Eddie Murphy. Completed Volume filming in March with successful Prime Video launch for Christmas 2023. Other LED VP completed filming included Short Film Documentary, Real Housewives Reunions for Orange County and Beverly Hills, Thursday Night Football promos, and a variety of other projects.

Designed the <u>Sandbox at Stage 15</u> at Amazon Studios - functional but still under construction. A two story building inside of Stage 15 that is an AWS portal for remote collaboration, micro-LED volume, performance capture volume, VIP green room, agile department hoteling for production teams, VR scouting space, green-screen / Ncam volume, Vcam ideation volume, ADR recording space, and flexible space for prototyping filmmaking tools and pipeline.

Part of Al-Task force at Studios with a focus on Generative Al. Identifying GAI technologies, prescribing areas of research, and continued evaluation internal and external GAI progress. Sponsor of Project Micro - designing stage configurations of LED technology, green-screen, live action, and possible Mixed-Reality technologies to save time for reality show setups. Design of permanent and traveling setups of live recording to include Gen-Al solutions.

Software/Hardware/Cloud tool building for filmmakers - camera testing, post-production pipeline testing, robotics testing (Colossus - Large Kuka) and motion control programming. Developing pipelines/tools/teams for virtual design visualization, remote location capture, Virtual Art Department tools/efficiencies/validation processes, ICVFX tools for stage virtual content manipulation, DESIGN-vis, pre-/tech-/stunt-/safety- visualizations.

I work creatively with writers, directors, producers and especially production designers and cinematographers - in pre-greenlight/soft prep/hard prep/pre-pro/ and in Production. design of trussing/rigging, mezzanine, and all support for LED volume.

I templatize, write standard operating procedures, consult on productions US & Global, and I'm currently strategizing and planning global facility builds and VP operational department builds in different production hubs across the globe.

Amazon Studios Virtual Production - Production Supervisor (Nov 2020 - Jan 2022)

I was hired to build the stage, the volume, the team, and the department. This included hiring every role, writing the roles and responsibilities for HR. I worked with Strategy, Legal, Accounting, EHS, and all of production to help set up this organization. I re-named the department and branded it in name/logo/identity and now head the department. Contributed to design of the largest LED volume in the US, state-of-the-art machine room, design of trussing/rigging, mezzanine, and all support for LED volume. Oversaw and managed Virtual Production vendors such as LuxMC, Fuse, Magnopus, 209Group, GN, Showrig, to name a few of the major tech builders and JLL, Swinerton, KPRS, Gensler, and Structural Focus to highlight some of the construction vendors.

Virtual Production Consultant (Jul 2020 - Nov 2020)

Document writing contributor for the request document defining the building of the LED Volume for Amazon Studios, the benefits of Virtual Production as an innovative addition to film production, the pipelines needed to run the department, and the tools design that would lead Prime Video into the next level of filmmaking.

BeBop Technologies - (Apr 2020 - Jun 2020) - <u>HELPED START VFX CLOUD PRODUCT PIPELINE</u> Cloud VFX Consultant

Helped design, build, and test VFX workflow for online small teams cloud formation. This included different departments (compositing, matte painting, production) in different states spinning up storage, high speed data delivery, and remote collaboration on such projects as Shadow and Bone for Netflix.

Pixomondo - (Oct 2014 - Mar 2020) **DESIGNED LOCATION-BASED ENTERTAINMENT**Creative Director / Art Director

Designed attractions as creative lead from concept pitch, narrative room writing, world build/character ensembles design, content creation, all the way to installation.

Built the Unreal game engine department with VR output, HW/SW/Artists.

Put into practice asset and library systems: Megascans, Xfrog, Speed Tree, Textures.

Implemented remote work and cloud compute pipeline (with limited Shotgun integration).

Assimilated, tested, and developed projects to include VR/AR, computer vision, large format, and game engine technologies

Use of on-premises motion capture tracking volumes, Xsens for highres, Vive sys for low.

Blue sky ideation for client location based entertainment. Incl. executable proof-of-concepts.

Created and designed characters, sets, props, fantasy locations for novel story ideas.

Visual and audio ideation experiences to fit in physically designed architectural spaces.

Once approved, I would spec out software and hardware, off-the-shelf and custom code for each project. Guide internal team of experts, vendors, and align with client vision.

And most importantly, Artist Recruitment. This is where success starts.

VFX Supervisor

Onset and post VFX supervisor.

Bidding, VFX methodology definitions, team building, and artist recruitment.

Daily creative direction internally, and lead creative in client reviews.

This included supervision and collaboration with Toronto, Stuttgart, Frankfurt, and Beijing.

CG: Maya, 3DS Max, Terragen, Houdini, and other particle simulation systems/plugins.

Art/Dev: Photoshop, Mari, Substance Painter, Zbrush

Comp: Nuke and After Effects, Premiere for editorial.

Rhythm and Hues - (Feb 2010 - Oct 2014) <u>FILM/TV AND LOCATION BASED ENTERTAINMENT</u> Art Director -

Creative Lead responsible for the look of the assigned film,

Provided art direction for different departments; Concepts, Matte Painting, Look Dev, CG, Houdini, and Comp

I helped test possible software integrations into RnH pipeline: Terragen, etc.

This included art direction via remote sessions to 2 additional offices in India.

Matte Painting Supervisor & Matte Painter

Supervised matte painters

Lead on utilization of Rampage, RnH custom software, and Houdini for matte painting.

Frantic Films VFX/Prime Focus VFX - (Jan 2008 - Feb 2010) - <u>STARTED ART/CONCEPT DEPT</u>

VFX Supervisor/Designer

Onset and post VFX supervisor.

Includes travel to and remote supervision of Canadian offices.

Bidding, VFX methodology definitions, team building, and artist recruitment.

Daily creative direction internally, and lead creative in client reviews.

Matte Painting and Concept Department Supervisor - Environments Supervisor

Built international Art Department - Los Angeles, Vancouver, and Winnipeg

Artist recruitment, team development, and Art Direction.

Environment software integration: Terragen, Vue, Maya, 3DS Max, synchronizing apps.

Consulted for software dev, PipeDash, to help sync all off-the-shelf and internal code.

Stereographer

QC stereo photography plates on ingest

Consulted on the creation of StereoD

Momentum VFX/Look FX - (Jun 2005 - Feb 2008) - STARTED MOMENTUM VFX

Managing Director - Momentum VFX

Design 1st & 2nd floor space for machine room, editorial space, commercial inferno bays,

CG/Art/Comp dept spaces, screening room, and production offices. Designed in Maya

Consulted for physical build of the facility, including city inspections, and contractor reviews.

Implemented KVM spaces for CG/Art/Comp depts. All workstations lived in machine rooms.

Defined all software requirements form Film/Episodic TV/Commercials/Music Videos.

Spec'd out all VFX hardware, approved network, broadcast, security hardware.

Setup 3D stereo review stations and protocols

VFX Supervisor/Designer - Momentum VFX/Look FX

Onset and post VFX supervisor.

Bidding, VFX methodology definitions, team building, and artist recruitment.

Daily creative direction internally, and lead creative in client reviews.

Helped NBC setup 3D Stereo episode of Medium. Stereo consultation: stereo camera rig, video village, wardrobe and props color consult (anaglyph prod), VFX, and final conform.

Riot Pictures (now Method Studios) - (Feb 2001 - Jun 2005) **FIRST DIRECTOR OF VFX** *Director of VFX & continued as VFX Supervisor*

Oversaw Cap Ex, budgeting, and VFX departmental planning

Architect of CG pipeline for facility Film/Episodic TV/Commercials/Music Video departments

Many of the following software were brought in under my recommendation/approval.

Cg Dept oversight - tracking, modeling, texture, animation. Continual analysis between Maya, Softimage, and other 3D applications.

Maintenance of Inferno, Flame, Fire, etc maintenance contracts for TV/Comm/MV

Addition and implementation of Shake/AFX desktop compositing

Render farm/render mngt expansions. Setup 3D stereo review stations and protocols

VFX Supervisor

Onset and Post VFX Supervisor on many Film/Ep TV/Commercials/Music Video projects.

Creative lead client-facing to studios, directors, and client-VFX Supervisors.

Bidding, VFX methodology definitions, team building, and artist recruitment.

Daily creative direction internally, and lead creative in client reviews.

Kenneth Nakada • Director • Creative Director • Art Director • VFX Supervisor

LOCATION BASED ENTERTAINMENT- SPECIAL VENUE (VRincludes VR component – Epic Unreal)

Production	Work	Producer
Sky City: Dreamin' Hong Kong (in production)	Director	K11
Down the Rabbit Hole (in production)	Director	SP-Interactive
VRGalaxy Sphere	Creative Director: Pixomondo	The Hettema Group
Evergrande (in production)	Director	Evergrande
Jurassic World Live Tour – Epic Unreal Output	Creative Director: Pixomondo	Feld/UniversalNBC
Elf on a Shelf	Creative Director: Pixomondo	Mills Ent./Fireplay
^{VR} Doha: Magma Blast	Creative Director: Pixomondo	GDE
VRDoha: Wings of Destiny	Creative Director: Pixomondo	GDE
VRAlien vs. Predator (media partial completion)	Creative Director: Pixomondo	Genting/20th C. Fox
VRAlien Terraforma (media completed)	Director (Live Action and Media): Pixomondo	Genting/20th C. Fox
VRPorcelain Dream (Ride Film)	Director – Preshow/Creative Director - Mainshow	Wanda
National Geographic Encounter:Ocean Odyssey	Creative Art Director: Pixomondo	SPE/Nat Geo
VRGreen Lantern: Galactic Odyssey	Creative Director/Art Director: Pixomondo	GDE/WB/DC Comics

Joker's Funhouse

Scooby Doo! Museum of Mystery

Tom & Jerry: Swiss Cheese Spin - Epic Unreal

Meet Bugs! (And Daffy)

3D Avatar

VRSoaring over Long Jiang (Ride Film)

Voyage (Mixed Media Live Show) (in production)

FEATURE FILM WORK (3D2-Camera 3D stereoscopic work)

Power of Nature (Ride Film) Alien 2000 (Ride Film)

Creative Director/Art Director: Pixomondo Creative Director/Art Director: Pixomondo Creative Director/Art Director: Pixomondo Creative Director/Art Director: Pixomondo

Creative Director/Art Director: Pixomondo Creative Director/Production Designer: Pixomondo

Matte Painting Supervisor: Rhythm and Hues Matte Painting Supervisor: Rhythm and Hues

Producer

Chimelona

Wanda

Wanda

GDE/WB/DC Comics

GDE/WB/DC Comics

GDE/WB/DC Comics

GDE/WB/DC Comics

Lewa Investment

20th Century Fox

Production Work Candy Cane Lane **Head of Virtual Production Operations** Amazon MGM Studios **KPop Documentary Head of Virtual Production Operations** Amazon MGM Studios 20th Century Fox Fantastic Four VFX Art Director: Pixomondo 20th Century Fox Xmen: Days of Future Past Matte Painting Supervisor: Rhythm and Hues Matte Painting Supervisor: Rhythm and Hues Winter's Tale Warner Bros. Matte Artist: Rhythm and Hues ^{3D} Percy Jackson: Sea of Monsters 20th Century Fox Matte Artist: Rhythm and Hues 20th Century Fox 3D Life of Pi Big Miracle Art Director: Rhythm and Hues Universal Knight and Day Matte Artist: Rhythm and Hues 20th Century Fox ^{3D} Yogi Bear Matte Artist: Rhythm and Hues Warner Bros. VFX Designer: Prime Focus VFX Sucker Punch Warner Bros. Matte Painting Supervisor: Prime Focus VFX The Tree of Life Brace Cove The Tourist Matte Paintings by: Zen Haven Studios **GK Films** Matte Painting Supervisor: Prime Focus VFX

(Feature Film Work Continued)		
Production	Work	Producer
The Twilight Saga: New Moon	Matte Painting Supervisor: Prime Focus VFX	Summit Ent.
G.I. Joe: The Rise of Cobra	Environments/Matte Painting Supervisor: Prime Focus	Paramount
2050 A.D.	Matte Painting Consultant/Matte Painting: Prime Focus	Adlabs
Bolden!	VFX Supervisor/Matte Painter: Frantic Films	King Bolden
Louis aka The Great Observer	VFX Supervisor/Matte Painter: Frantic Films	King Bolden
Dragonball: Evolution	VFX Designer: Frantic Films	20th Century Fox
Valkyrie	VFX Supervisor: Frantic Films	MGM Pictures
City of Ember	VFX Design/Matte Painting: Zen Haven Studios	Walden Media
Get Smart	Digital Effects Supervisor: Look FX	Warner Bros.
Mirrors	VFX Supervisor: Look FX	New Regency Pic
Meet Dave	Matte Painting: CIS	20 th Century Fox
The Express	Matte Painting: CIS	Universal
The Ruins	VFX Conceptual Design: Zen Haven Studios	Dreamworks SKG
Leatherheads	Matte Painting: CIS	Universal
Fantastic Four: Rise of the Silver Surfer	VFX Conceptual Design: Momentum	20 th Century Fox
		Icon Productions
Apocalypto	Matte Painting: Zen Haven Studios	Next Turn Prod.
Jolene Apylum	VFX Supervisor: Momentum	Hyde Park Films
Asylum	Matte Painting Supervisor: Momentum	,
Bull Run	VFX Supervisor: Momentum	FireRock Ent.
In the Name of the King: A Dungeon Siege Tale American Pastime	Matte Painting Supervisor: Momentum	Brightlight Pictures
	Overall VFX Supervisor: Momentum	Shadowcatcher Ent.
Luck of the Draw	VFX Supervisor: Momentum	Tica Productions
Rocket Science	Overall VFX Supervisor: Momentum	HBO Films
Walkout	VFX Supervisor: Momentum	HBO Films
The Adventures of Shark Boy and Lava Girl	VFX Supervisor: R!OT	Miramax
Monster-In-Law	VFX Supervisor: R!OT	New Line Cinema
XXX2	VFX Supervisor: R!OT	Universal
Stay	VFX Supervisor: R!OT	20 th Century Fox
Little Black Book	VFX Supervisor: R!OT	Revolution
Sky Captain & the World of Tomorrow	VFX Supervisor: R!OT	Paramount
	Concept Designer/Matte Artist:	Stan Winston Digital
Van Helsing	Digital Matte Painter: ILM	Universal
The Passion of the Christ	Matte Artist: Captive Audience	Icon Pictures
Peter Pan	VFX Supervisor/Concept Designer: R!OT	Revolution
	Digital Matte Painter: ILM	
Matrix 3: Revolutions	Digital Matte Painter: Escape Entertainment (ESC)	Warner Bros.
Angels in America	Concept Design: R!OT	HBO Films
Scary Movie 3	VFX Supervisor/Matte Artist: R!OT	Dimension Films
Kill Bill: Vol I	VFX Supervisor: R!OT	Miramax
Alien DVD Project	VFX Supervisor: R!OT, Compositing: Svengali FX	20 th Century Fox

(Feature Film Work Continued) Work **Production** Producer League of Extraordinary Gentlemen 20th Century Fox VFX Supervisor/Matte Artist: R!OT VFX Supervisor/Matte Artist: R!OT Warner Bros. Terminator 3 The In-Laws Digital Matte Painter: Cinesite Warner Bros. Biker Boyz Co-VFX Supervisor: R!OT Dreamworks SKG Senior Matte Painter, Design, Shot Supervision: R!OT Scorpion King Universal Compositing, 3D Animation, Element Photography Design, Matte Painting, 3D Animation: R!OT The One Revolution Matte Painting, 3D Animation: R!OT Queen of the Damned Warner Bros. Concept Design: R!OT Warner Bros. Murder by Numbers Supervise, Matte Painting: R!OT Planet of the Apes - Trailer Shots Warner Bros. Josie and the Pussycats Concept Design: Illusion Arts Universal From Hell Matte Painting, Compositing: Illusion Arts 20th Century Fox The Fast and the Furious Pre-Vis, Matte Painting, Compositing: Illusion Arts Universal Matte Painting, Compositing: Illusion Arts X-Men Universal Matte Painting, Compositing, FX Animation: Illusion Arts Nutty Professor II: The Klumps Universal Matte Painting: Illusion Arts The Gift Paramount Outpost Matte Painting, Compositing: Illusion Arts Universal Lead Artist, Matte Painting, 3D Modeling & The Skulls Universal Animation, Compositing: Illusion Arts U-571 Matte Painting, Compositing, FX Animation: Illusion Arts Universal Brain Imaging Consultant: Zen Haven Studios Mollv MGM Anna and the King Matte Painting, Compositing, FX Animation: Illusion Arts 20th Century Fox Mystery Men Matte Painting, Compositing: Illusion Arts Universal Design, Matte Painting: Illusion Arts Sony Pictures Stuart Little Muppets from Space Matte Painting, Compositing, FX Animation: Illusion Arts S/H Productions Matte Painting, Compositing: Illusion Arts Universal **Dudley Do-Right** Bowfinger Matte Painting, Compositing: Illusion Arts Universal Ride with the Devil Compositing: Illusion Arts Universal Matte Painting, Compositing, FX Animation: Illusion Arts A Civil Action Disney Compositing: Illusion Arts The Limey Universal The Blast from the Past Matte Painting, Compositing, FX Animation: Illusion Arts Universal Matte Painting, Compositing: Illusion Arts Pyscho - Gus Van Sant re-creation Universal My Favorite Martian Matte Painting, 3D Animation, Compositing: Illusion Arts Uncle Martin Prods. Matte Painting, Compositing, FX Animation: Illusion Arts 6 Days/ 7 Nights Disnev Fear and Loathing in Las Vegas 3D Modeling: Illusion Arts Rhino Films The Mask of Zorro Matte Painting, Compositing: Illusion Arts Sonv Pictures FX Animation, Compositing: Illusion Arts Refuge Prods./Cappa Kundun The Horse Whisperer Matte Painting, Compositing: Illusion Arts Double Divide Compositing, FX Animation: Illusion Arts Fire Down Below Warner Bros.

Compositing: Illusion Arts

Warner Bros.

Batman & Robin

(Feature Film Work Continued)

ProductionWorkKull the ConquerorCompositing, FX Animation: Illusion ArtsThe JackalMatte Painting, Compositing: Illusion Arts

Lolita Compositing: Illusion Arts

Buddy 3D Modeling & Animation: Illusion Arts
Dangerous Beauty Compositing: Illusion Arts

Trial and Error
Star Trek: First Contact
The Glimmer Man

Christe 2027

Compositing: Illusion Arts
Asst. Compositing: Illusion Arts
Compositing: Illusion Arts
Asst. Compositing: Illusion Arts

Striptease" Compositing: Illusion Arts
The Birdcage Compositing: Illusion Arts
Courage Under Fire Compositing: Illusion Arts
Daylight Compositing: Illusion Arts
Sunchaser Compositing: Illusion Arts

Eraser 3D Modeling: Illusion Arts
Bogus Asst. Compositing: Illusion Arts
Composition Illusion Arts

High School High

Dragonheart

Compositing: Illusion Arts

Asst. Compositing: Illusion Arts

EPISODIC TELEVISION (3D2-Camera 3D stereoscopic work)

Production Work

Real Housewives of Beverly Hills Head of Virtual Production Operations

Thursday Night Football Head of Virtual Production Operations
Real Housewives of Orange County Head of Virtual Production Operations

Homeland Matte Painting: Encore Hollywood

Devious Maids Matte Painting: Encore Hollywood Killer Women Matte Painting: Encore Hollywood Tyrant – Pilot Matte Painting: Encore Hollywood

Extant Concept Design: Encore Hollywood Pushing Daisies – Various Episodes Matte Painting Supervisor: Look FX

Las Vegas – Season 5 VFX Supervisor: Momentum

Numb3rs VFX Supervisor: Momentum Mind Freak VFX Supervisor: Momentum

In Justice – Episodes 106-113

Medium - Epi 17-27 ^{3D}(S2Ep7, Stereo broadcast)

Empire - Episodes 1-6

Carnivale - "?"
Smallville - "Crush"
Smallville - "Drone"
Meet the Changs - "Pilot"

Smallville - "Stray"

VFX Supervisor, On-Set: Momentum VFX Supervisor, On-Set: Momentum

VFX Supervisor, Matte Painter: R!OT VFX Supervisor, Compositing: R!OT

Matte Painting: R!OT

Matte Painting, Compositing: R!OT Matte Painting, Shots Supervision: R!OT

Matte Painting: R!OT

Producer

Universal Universal

Dredan Prods. Sony Pictures

New Regency
New Line
Paramount
Warner Bros.
Castle Rock

20th Century Fox Universal New Regency Warner Bros.

United Artists

Open Films

Homeroom Prods.

Universal

Producer

Amazon MGM Studios Prime Video Live Sports Amazon MGM Studios Showtime Networks

ABC Television
ABC Television
FX Network
CBS Television
ABC Television
NBC/Universal

Scott Free Productions

Criss Angel Touchstone Paramount ABC Television HBO Films Warner Bros.

Warner Bros.
Touchstone
Warner Bros.

Production

Smallville - "Metamorphosis"

Star Trek Voyager

Deep Space 9 "Changing the Face of Evil"

The X-Files "Dreamland"

Deep Space 9 "Prodigal Daughter" Star Trek Voyager "In the flesh" Deep Space 9 "The Quickening"

COMMERCIALS

Production

Toyota Prius Liberty Park

Toyota Camry

Destin Plastic Surgery "Transformations"

Mattel "Harry Potter Pumpkin Song"

Ford "Clouds"

Hasbro "Fun 10 City"

VW Spec Spot "Fireflies"

Bombardiere Flexjet

Mobile Gas Station

Aladdin Casino "Montage" Dodge Durango "Outdoing"

Logix Communications "Genesis"

Mission Tortillas Ford F-150 "Aztec"

Rocher Chocolate

SHORT FILM

Production

Star Wars Musical (Disney Parody)

Drone

Cognition: Part II, Inner Workings of the Brain

NIMH 50th Anniversary Lil Tokyo Reporter

Mine

MUSIC VIDEOS

Production

Natasha Bedingfield "Unwritten" Debbie Harry "World of Happiness" Faith Hill "Cry" Work

Matte Painting, Compositing: R!OT Matte Painting, Compositing: Illusion Arts

Compositing: Illusion Arts

Matte Painting, Compositing: Illusion Arts

Compositing: Illusion Arts Compositing: Illusion Arts Compositing: Illusion Arts

Work

Matte Painting: Frantic Films VFX Supervisor: Momentum VFX Supervisor: Momentum VFX Supervisor: Momentum VFX Supervisor: R!OT Matte Painting: R!OT

Design, Matte Painting: Zen Haven Studios

VFX Supervisor: Zen Haven Studios Matte Painting, Compositing: R!OT

Matte Painting, Plate Supervision, Compositing Matte Painting, Compositing: Illusion Arts Matte Painting, 3D Modeling & Animation Matte Painting, Compositing: Illusion Arts Matte Painting, Plate Supervision, Compositing

Matte Painting, 3D Artist, Compositing

3D Modeling: Illusion Arts

Work

VFX Consultant: Zen Haven Studios VFX Consultant: Zen Haven Studios

Director, VFX Supervisor Director, VFX Supervisor

Overall VFX Supervisor: Zen Haven Studios

Visual Effects: Look FX

Work

Matte Painter: Zen Haven Studios On-set VFX Supervisor: R!OT

Plate Supervision, 3D Matte Painting: R!OT

Producer

Warner Bros.
Paramount
Paramount
Paramount
Paramount
Paramount
Paramount

Producer

Emerald Coast Filmworks Sub-contract from PLF Emerald Coast Filmworks Young and Rubicam Flying Tigers The Big House Jeremy Cole

Sunspots V12 Studios Sunspots Sunspots Sunspots Sunspots Movie Magic

Producer

GeorgeShawMusic
USC SCA
UCLA Lab of Neuro Imaging
UCLA Lab of Neuro Imaging
LTR Film

Producer

Babyfoot Productions Disney Raw Prods.

Borderland Film Co.

Nickel Creek "This Side" Plate Supervision, Matte Painting: R!OT Ave B Pictures
Bryan Adams "Here I Am" 3D Matte Painting: R!OT Raw Prods.

Masayuki Suzuki "So Long" VFX Supervisor, Compositor: Zen Haven Studios Sony/Epic Records

PUBLICATION COVER ART

Twistory July 2013
Neuron May 2004
Film & Video 2003

EDUCATION

University of California, Los Angeles B.S. - Kinesiology/Physiological Sciences

1992
University of California, Los Angeles M.S. - Physiological Sciences, emphasis Neuromuscular Physiology
1996

ACADEMY and AFFILIATIONS

Academy of Motion Pictures Arts and Sciences **AMPAS** Member • Visual Effects Society **VES** Charter Member

Academy of Television Arts and Sciences **ATAS** Member • Society of Motion Picture and Television Engineers **SMPTE** Member

Motion Picture Screen Cartoonist, IATSE Local 839 **MPSC** Inactive Member • International Stereoscopic Union **ISU** Inactive Member

Stereo Club of Southern California **SCSC** Los Angeles 3D Club Inactive Member • Themed Entertainment Association **TEA** Member

AWARDS

Telly Award Axiem Award

The Videographer Award

The Communicator Award

STUDIOS WORKED FOR (contract and sub-contract)

The Hettema Group Feld Entertainment Mills Entertaiment Fireplay Digital Backlot DC Comics Warner Bros. SP-Interactive **HBO Films** Scott Free Production Genting Malaysia Dimension Films **GDE** Creative Wanda Chimelong National Geographic Pixomondo Rhythm and Hues **GK Films** Walden Media Prime Focus VFX Frantic Films Icon Productions Look FX 20th Century Fox Industrial Light & Magic CIS Hollywood **Encore Hollywood** Momentum VFX Stan Winston Digital Captive Audience **ESC Entertainment** Picture Shop Post **Babyfoot Productions Duck Studios LA** Dreamworks/Spy Glass Entertainment R!OT Pictures Illusion Arts **Revolution Studios** UCLA Laboratory of Neuro Imaging

Zen Haven Studios Svengali VFX The Big House Touchstone Television
Paramount Television NBC/Universal Television CBS Television ABC Television

FX Network Disney New Regency Pixel Liberation Front

Summit Entertainment Sony/Epic Records