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SUMMARY:

Seasoned technology manager and creative supervisor with a passion for visual storytelling! Proficient in tackling technical and artistic challenges. Key skill set:

- Leadership through mentoring and service
- Strategic thinking through delivery
- Thorough troubleshooting and problem solving
- Designing long-term solutions, not just "hacks"
- Empowering a collaborative work culture
- Advocating for more intuitive, flexible, and efficient technology
- Quickly picking up new tools and concepts
- Balancing deadlines well
- Effective communicator to all audiences

EXPERIENCE:

DIRECTOR OF GLOBAL PRODUCTION TECHNOLOGY – Pitch Black (FuseFX, FOLKS, Rising Sun Pictures, El Ranchito)

Sep. 2021 – Aug. 2023

PB

- Directed and unified multiple areas of technology from different brands, including pipeline, R&D, farm management, software licensing, and production tracking.
- Architected multi-year production technology roadmap for ~1700 people across 4 brands in 13 locations, targeting the company objective to share resources while retaining individual brand and location autonomy to support annual revenue of >\$100M.
- Restructured technology teams and stakeholder groups to ensure diverse and inclusive environments where brands and locations were represented and always had a voice.
- Identified and evaluated technical efforts throughout the group to utilize globally (e.g., DevOps practices, CI/CD platforms, virtual production efforts, and machine learning development).
- Revamped multiple procedures to match operational scale, such as software purchasing / licensing (reducing spend by \$500K while increasing capability), as well as methodologies for farm projections and balancing global resources.

HEAD OF 3D and INTERIM HEAD OF TECHNOLOGY – Rising Sun Pictures

Oct. 2018 – Aug. 2021

RSP

- Headed RSP's entire 3D pipeline and production process, focusing on the highest quality, resulting in an AACTA Award for Best Visual Effects, VES nominations, and other awards.
- Managed and mentored CG Supervisors and Heads of 3D departments (division size of ~75).
- Drove strategy for pipeline and new techniques and technologies, which improved artist workflows and expanded capabilities in areas such as crowds and large-scale environments.
- Aligned processes and best practices with VFX Supervisors, Production Management, and 2D departments, unifying all studio creative personnel and rebuilding trust in 3D teams.
- Bid CG for >\$20M of shows annually, with clients such as Disney, Marvel, and Amazon returning based on results; analyzed project risk and determined initial technical approach.

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PRODUCTION TECHNOLOGY SUPERVISOR – Method Studios*Mar. 2016 – Sep. 2018*

- Pioneered a new studio position to steer the multi-location pipeline servicing both long-form and short-form production, allowing utilization of global staffing resources.
- Assessed studio and production-specific technology needs across ~1200 users in 4 locations.
- Presided over the 6-month development and rollout of a new primary operating system and related processes; artists praised it as the smoothest OS rollout they had ever seen.
- Modernized software release structure, increasing stabilization and increased production confidence in pipeline development.
- Liaised between supervisors, departments, shows, executives, and technology across locations on project cycle from bidding through delivery for dozens of shows.
- Represented Deluxe creative studios as part of the Autodesk Film Advisory Board.

PIPELINE LEAD – Method Studios*Jun. 2015 – Mar. 2016*

- Oversaw development on user-facing software, including interfacing with 3rd-party apps.
- Supervised multiple pipeline developers and support staff; crafted team guidelines.
- Communicated consistently with shows and departments about direction and schedule.
- Shepherded ~400 users from an existing pipeline in order to enable a unified workforce.

GLOBAL LIGHTING TECHNOLOGY SUPERVISOR – Rhythm & Hues Studios*May 2013 – Feb. 2015*

- Reliably guided worldwide lighting team through difficult post-bankruptcy period.
- Developed multiple proprietary plug-ins such as asset reading/writing and queue submission.
- Led regular cross-departmental meetings for requests, feedback, and collaboration.

RELATED EXPERIENCE:**SUPERVISOR / LEAD / ARTIST – Method Studios, Rhythm & Hues Studios, DreamWorks Animation SKG***Jun. 2005 – Feb. 2014***OTHER:****Member:**

Visual Effects Society
Past Board of Managers,
Australia Section

Member:

ACM SIGGRAPH
Past Officer,
Los Angeles Chapter

Member:

**Academy Software
Foundation**
Rez Technical Steering
Committee

Education:

**University of
Southern California**
B.S. in Computer Science /
Cinema-Television