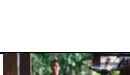
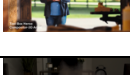
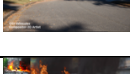




Demo Reel Shot Breakdown

	SCAD Commercial	Director- VFX Supervisor- Compositor-3D artist For this SCAD commercial, I developed the original script concept and collaborated with a team of five artists to bring the project from pre-production to post-production in just 10 weeks. As the VFX Supervisor, I led the team throughout the production while also compositing several key shots and overseeing the final quality of all visual effects. Software used in this project: Maya, Blender, Nuke and Davinci
	Aftermath	VFX Supervisor-Compositor-3D Artist For this shot, I served as the VFX Supervisor, 3D Artist, and Compositor, completing all of the visual effects work myself. The project was a collaboration with a SCAD camera crew, allowing me to oversee the entire VFX pipeline from concept through final compositing. Software used in this project: Nuke, and Blender
	Flex Seal Max Commercial	Compositor-3D Artist I was responsible for developing the 3D environment and completing the final compositing, ensuring the CG elements integrated seamlessly with the live-action footage. Software used in this project: Nuke, Cinema4D, Octain Render Engine.
	Flood Broll	Compositor I was responsible for the primary compositing of the commercial, integrating the visual effects and ensuring a polished, cohesive final look across the key shots. Software used in this project: Nuke.
	Flex Tape Winter Broll	Compositor-3D Artist I was responsible for the lead compositing on this commercial, integrating all VFX elements into the final shots. I also created the 3D set extensions, ensuring they blended seamlessly with the live-action footage to enhance the overall environment and realism. Software used in this project: Nuke, Blender
	Storm	Compositor-3D Artist This personal project explores the integration of professional VFX workflows with AI-generated assets. The vehicle was created using a traditional CG pipeline, the rain droplets on the windshield were simulated and composited in Nuke, and the sky is an AI-generated image projected onto a 3D tracked card in Nuke. The goal was to demonstrate how AI can complement—not replace—a professional VFX workflow while maintaining creative control and realism. Software used in this project: Nuke, Blender, Nano Banana and Higgsfield
	Toolbox Hero	Compositor-3D Artist For this shot, I handled the camera tracking and final compositing in Nuke, ensuring seamless integration of all visual elements. I also created the 3D set extension to expand the environment and enhance the overall realism of the scene. Software used in this project: Nuke, Blender.
	ReMedium	Director-VFX Supervisor-Compositor-3D Artist Served as the Scriptwriter, Director, VFX Supervisor, Compositor, and 3D Artist for this scene. Led the creative vision from story development through production while overseeing all visual effects. Created 3D assets and completed the final compositing to deliver a cohesive, cinematic results. Software used in this project: Nuke, Blender.
	Flex Seal Family of Products	VFX Supervisor-Compositor-3D Artist For this shot, I served as the VFX Supervisor while also handling the 3D camera tracking, creating the CG elements, and completing the final compositing. My role covered the entire VFX pipeline, ensuring a seamless integration between the 3D assets and the live-action footage Software used in this project: Nuke, Blender
	Set Extension	VFX Supervisor-Compositor-3D Artist This set extension sequence showcases my work as the VFX Supervisor, 3D Camera Tracker, 3D Artist, and Compositor. I was responsible for overseeing the VFX process while creating and integrating the 3D environments, ensuring each shot blended seamlessly with the live-action footage. Software used in this project: Nuke, Blender
	Flame Truck	VFX Supervisor-Compositor-3D Artist For this shot, I replicated the practical fire captured in the original footage and composited it onto different areas of the truck to enhance the overall effect. I also integrated 3D fire simulations to add depth, realism, and intensity to the final shot. Software used in this project: Nuke, Blender
	Seasons	VFX Supervisor-Compositor-3D Artist For this project, I served as the VFX Supervisor, 3D Artist, and Compositor. My primary responsibility was developing the weather transformation from rain to snow, creating the CG elements and integrating them seamlessly with the live-action footage to achieve a realistic seasonal transition. Software used in this project: Nuke, Blender
	CG Vehicle	Compositor-3D Artist For this shot, I integrated CG vehicles into a static live-action plate, carefully matching the lighting, perspective, and composition to create a seamless and believable environment. Software used in this project: Nuke, Blender
	Smoky Fire	Compositor-3D Artist For this shot, I started with a plate of a burned van and transformed it into a believable disaster scene using stock footage and 3D smoke simulations created in Blender. I then composited all the elements together to achieve a realistic and cohesive result. Software used in this project: Nuke, Blender
	Winter Spot Flex Seal	VFX Supervisor-Compositor-3D Artist For this shot, I developed the concept of a virtual camera flying through a snowy environment. Using a bluescreen live-action plate, I built a fully 3D scene and composited all the elements together to create a seamless integration between the actor and the CG environment. Software used in this project: Nuke, Blender



	Flex Seal Epoxy	VFX Supervisor-Compositor-3D Artist For this shot, I completed the 3D camera tracking and performed extensive cleanup work, including removing the dolly tracks and the wires used to pull the vehicle apart. The goal was to create a clean, seamless final shot while preserving the realism of the practical effects. Software used in this project: Nuke, Blender
	Tracking Roads	Compositor-3D Artist For this drone shot, I completed the camera tracking, created and integrated 3D elements onto the roadway, and composited them seamlessly into the live-action footage to enhance the environment while maintaining a realistic final image. Software used in this project: Nuke, Blender
	On Fire	VFX Supervisor-Compositor For this shot, I served as the VFX Supervisor while also handling the camera tracking and final compositing. I oversaw the visual effects process from start to finish, ensuring all elements were seamlessly integrated into the final shot. Software used in this project: Nuke, Blender
	Draft Tape Commercial	VFX Supervisor-Compositor-3D Artist For this shot, I served as the VFX Supervisor, 3D Artist, and Compositor. We captured multiple practical elements on set—including moving curtains, smoke, cloth rags, and flying magazines—to provide realistic components for the final composite, resulting in a richer and more believable visual effect. Software used in this project: Nuke, Blender
	Crowded	VFX Supervisor-Compositor-3D Artist For this shot, we captured multiple plates with different actors positioned precisely to ensure a coherent final composition. I created the 3D set extension for the background and composited all the elements together into a seamless, believable scene. Software used in this project: Nuke, Blender