

Weta Workshop 2009 - 2018

Positions held at Weta Workshop:

- **Design Department**
 - **Concept Artist / Digital Sculptor 2009 - 2010**
 - Produced 2D and 3D concept art for mostly Film projects
- **3D Department**
 - **Digital Sculptor / 3D Modeler 2010 - 2015**
 - 3D Modeling and Digital Sculpting Props, Costume Elements and Sets.
 - Prep files for manufacture, eg Laser Cutting/ CNC Milling/3D Printing.
 - Cleanup and Process 3d Scan data.
 - **Team Leader/ Digital Sculptor / 3D Modeler 2015 - 2017**
 - Supervise all 3D modelling jobs.
 - Manage crew and machines to ensure projects are resourced sufficiently.
 - Quote jobs, help determine suitable manufacture processes for new work.
 - Continue to complete 3D modeling jobs.
 - **3D Digital Systems and Technology Manager 2017 - Present**
 - Manage relationship with Autodesk along with IT.
 - Manage RnD jobs running through 3D.
 - Implement new workflows with new technologies.
 - Manage relationship with Victoria University.
 - Continue to complete 3D modeling jobs.

Projects worked on at Weta Workshop

Film - Concept Art 2009 - 2010

- **Role - Concept Artist**
Created digital concept art for Characters, Props and Environments.
- *The Hobbit : (All three movies) - 2009 -2010*
- *The Adventures of Tintin - 2009*
- *IFLIHi(Barts Birthday) - 2010*
- *End of an Empire – 2009 – 2010*
- *Elysium - 2009*
- *Gumnuts -2010*
- *Alosha - 2010*
- *Man of Steel - 2010*

Film – Manufacture (Props, Costume and Makeup) 2010 – 2018

- **Role – 3D Modeller/Digital Sculptor**
 - Created Digital models from 2D concept art
 - Prepare models for manufacture
 - Provide References for Model Makers and Painters from model
 - Cleanup Digital Scans of Props and People
 - Create Scan Data using Photogrammetry
- ***The Hobbit : An Unexpected Journey - 2010***
 - 3D modelled Armor and Weapons
- ***The Hobbit : The Desolation of Smaug – 2011***
 - 3D modelled Armor and Weapons
- ***The Hobbit: The Battle of the Five Armies – 2012***
 - 3D modelled Armour and Weapons
- ***The Amazing Spider-man 2 – 2013***
 - 3D modelled and detailed Green Goblin Armor
 - 3D modelled various parts for Electros Rig and the Green Goblin jet.
- ***Chappie – 2013***
 - Processed VFX model of the "Moose" for 3D printing and CNC machining
- ***Spectral – 2013***
 - 3D modelled and printed armour components for "Darpa Armor"
- ***Alice Through the Looking Glass – 2013***
 - 3D modelled set pieces mainly Gates, Windows for Art Dept (Contracted and worked remotely)
- ***Dracula Untold – 2014***
 - 3D modelled Mehmeds Armor
- ***Warcraft – 2014***
 - 3D Modelled Weapons, Shields and Armor
- ***The Great Wall – 2014***
 - 3D Modelled Weapons, Shields and Armor
- ***Krampus – 2015***
 - 3D Modelled various accessories for the Krampus Character, including rings.
- ***Ghost In the Shell – 2015***
 - 3D Department Team Leader/3D Modeller
 - Heavily involved with Geisha builds and many other prop builds.
- ***Power Rangers – 2015***
 - 3D Department Team Leader/3D Modeller
 - Co-Supervised the Armor modeling team and helped define the build pipeline.
- ***Blade Runner 2049 – 2016***
 - 3D Department Team Leader - involved in setting up the Photogrammetry of the Miniatures Build
- ***Thor: Ragnarok – 2016***
 - 3D Department Team Leader/3D Modeller
- ***Pacific Rim: Uprising – 2016***
 - 3D Department Team Leader/3D Modeller
- ***The Wandering Earth – 2017***
 - 3D Department Team Leader/3D Modeller

- *Mulan* – **2017**
 - 3D Modeller - Weapons/Shields
- *Avatar Sequels* – **2017-18**
 - 3D Modeller/Digital Sculptor - Skin Texture Scarring Samples
- *Bloodshot* – **2018**
 - 3D Modeller/Digital Sculptor - Tech Scarring/ Tattoos

Display/Museum Work 2010 - 2018

- *Wellington Airport – Giant Gollum and fish*
 - 3D Modeller - - File prep for Milling
- *Wellington Airport – Gandalf riding Giant Eagles*
 - 3D Modeller _Sculpted Eagles and - File prep for Milling
- *Wellington Airport – Smaug's Head*
 - 3D Modeller - File prep for Milling
- *Comic-Con – Smaug's Head*
 - 3D Modeller - File prep for Milling
- *Tera Weapons*
 - 3D Modeller - Sculpted Female Figures
- *Te Papa – The Scale of our War*
 - 3D Modeller - Scan Cleanup and prep for Milling
- *Te Papa - Bug Lab*
 - 3D Modeller - Various set pieces and Insects and File prep for Milling and 3D Printing
- *Auckland Airport Extension*
 - 3D Modeller - Sculpted Godwits and File prep for Milling and 3D Printing
- *TCM Museum*
 - Extensive RnD into a digital pipeline for large scale hyper realistic Human mannequins.

Collectables 2010 - 2015

I modeled, sculpted, cut up and prepared many of the 3D printed collectables produced by Weta Workshop.

Previous Work Experience

3D Modeling / Animation / Graphics

- 2008 Book cover illustration for Pat Spillane's play "Will's Twins"
- 2003-2008 Various Motion Graphics jobs with Evolute. Mainly corporate events and adverts, animated with Adobe After Effects. 3D characters modelled and animated with Maya
- 2003 Contracted by Auckland Pacific Gospel Choir to create CD cover artwork and animation for self-titled album
- 2002 Contracted by Zealot Productions to design and model a Werewolf for untitled self funded short film
- 2000 - 01 Worked as a Modeler / Animator on "Buzz & Poppy" television series for children. Modelled 12 characters, over 20 sets and various props. Animated several scenes in the first series.
- 2000 Contracted by Little Projecta Ltd to model sets and props for "Wired" television. "Wired" was a current events series for children.
- 1999 Graphics Specialist / Web Designer at Geac New Zealand.
- 1998 - 99 Graphics Specialist / Web Designer at TSG Ltd.

General Employment

- 2007-08 Assistant Manager – Resene Color Shop, Thorndon Quay, Wellington
- 2007 Sales Assistant- Resene Color Shop, Kilbirnie, Wellington
- 2005-06 Assistant Manager - Resene Color Shop, Wairau Park, Auckland
- 2004-05 Salesperson – Resene Color Shop
- 2004-05 Telephone Interviewer at AC Nielson Takapuna - Market Research
- 1997 Warehouse Manager at Teco Computers New Zealand
- 1997 Warehouse Assistant at Teco Computers New Zealand
- 1996 - 97 Telephone Interviewer at UMR - Market Research