Reel Breakdown

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00:02 - 00:13 - Game of Thrones (Television)
Software: 3ds Max, Vray, Photoshop, 3D Coat
Company: Screen Scene Post Production/ www.screenscene.ie
Task: - Modelling,Texturing Lighting, Shading, Rendering, Simulating
                of CG-Tents, Flags, Props
              - Modelling, Texturing, Lighting, Shading, Rendering,
                Animating (manual Tracking) of CG- Spears
              - Modelling, Texturing, Lighting, Shading, Rendering of
                a full CG- Forest
VFX Supervisor: Ed Bruce
VFX Producer: Sarah Mooney

00:13 - 00:23 - Rona & Nele (Feature)
Software: Maya, Vray, Photoshop
Task: - Modelling, Texturing, Lighting, Shading, Rendering,
                Animating of CG-Origami
              - Modelling, Texturing, Shading, Rendering of a CG- Pants

00:24 - 00:34 - Energie 2050 (Short)
Software: Maya, Mental Ray
Task: - Modelling, Shading, Lighting, Rendering, Supervision

00:035 - 00:41 - Bridges, The Movie (Feature)
Software: Maya, Vray, Fusion
Company: Morro Images
Task: - Modelling (Focke Wulf, Airport), Rigging, Lighting, Shading,
                Rendering, Compositing

00:41 - 00:52 - Luciferin (Short)
Software: Maya, Mental Ray, Fusion, Photoshop
Task: - Modelling, Texturing, Shading, Lighting, Rendering,
                Compositing, Supervision

00:52 - 01:25 - several personal Projects
Software: Maya, Mental Ray, Zbrush, Fusion, Photoshop
Task: - Modelling, Texturing, Shading, Lighting, Rendering,
                Compositing, Supervision