

**Current Job: Junior FX Artist/Matchmover - Cinesite**

<b>2016</b>	Cinesite		<i>Runner</i>
	Take One Productions		<i>Producer</i>
	Draft    Liam Tallon		<i>Titles &amp; Sections</i>
	Drone Recon	<b>Drone Recon Ident</b>	<i>Title Sequence Artist</i>
	Yousef Thami	<b>Headless: The Ed Shales Story</b>	<i>Rotoscope Artist</i>
	Disco Stoat	<b>Angelic</b>	<i>Title Sequence &amp; VFX Artist</i>
	Paul Harrison	<b>Kill Mode</b>	<i>VFX Artist</i>
Ian Reddington	<b>Insert Text Here</b>	<i>VFX Artist</i>	
<b>2015</b>	Soulbuddy Productions	<b>Hoo-Doos TV Pilot</b>	<i>VFX Artist</i>
	PiP Movies	<b>Brain Dead Pete</b>	<i>VFX Artist</i>
	Perspective Pictures	<b>Finding Home</b> <i>Award nominated &amp; Screened at Cannes</i>	<i>VFX Artist</i>
	Ross McGowan	<b>Z-Men</b>	<i>VFX Artist</i>
	Ross McGowan	<b>The Break</b>	<i>VFX Artist</i>
	Oscar	<b>Timelapse</b>	<i>Compositor</i>
<b>2014</b>	Mirrored Vision	<b>Partner in Crime</b>	<i>VFX Artist</i>
	PiP Movies	<b>Company Ident</b>	<i>Title Sequence Artist</i>
	Perspective Pictures	<b>Flip</b> <i>Award winning</i>	<i>VFX Advisor</i>
<b>2013</b>	Headspace Productions	<b>The Hub: S3D</b> <i>Award winning</i>	<i>VFX Artist</i>
	Perspective Pictures	<b>The Fallen</b>	<i>VFX Artist</i>
	Darusa Productions	<b>Company Ident</b>	<i>Title Sequence Artist</i>
	Pixel Prism	<b>Company Ident</b>	<i>Title Sequence Artist</i>
<b>2012</b>	The Mill		<i>Runner</i>
	LBW	<b>Company Ident</b>	<i>Title Sequence Artist</i>
	Hockey Tutorial	<b>Company Ident</b>	<i>Title Sequence Artist</i>
	Impington Village College	<b>Skyfail</b>	<i>VFX Artist &amp; Editor</i>
<b>2011</b>	The Gamer Studio	<b>Company Ident</b>	<i>Title Sequence Artist</i>