



While at Motion Theory, Responsible for Modeling and Texturing the Construction Site.

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Maya



While at Motion Theory, Responsible for Modeling and Texturing the Football, TV and Props.

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Maya - Zbrush



While at Motion Theory, Responsible for the Modeling and Texturing of Tire Replacement and Environment.

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Maya - Mental Ray



While at Motion Theory, Modeling, Texturing, Look Development and Rendering. Mental Ray was used for Rendering.

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Maya - Mental Ray



Series of Animations created while at Gulfstream Aerospace. Responsible for Modeling, Texturing, Animation, Lighting and Rendering

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Maya - Vue 6 - After Effects



While at Motion Theory, Modeling, Texturing, Look Development and Lighting/Rendering. Renderman was used for Rendering.

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Maya - Zbrush - Renderman



Coke Heist SuperBowl Commercial while working at Psyop. Responsible for modeling Coke bottle and Cap, Grass and also did scene assembly.

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Maya



Personal Project- Modeling of the CH-53E SuperStallion

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Maya - Mental Ray