
































Shot	Spot	Title		Work
	VFX001	Guardians of the Galaxy Vol. 2	Modeler Texture Artist	Model and texture the chair.
	VFX002			
	VFX003	Midnight Special (2016)	Modeler Texture Artist	Model the buildings and bridges. Texture the bridges and 1/3 of the buildings.
	VFX004	Midnight Special (2016)	Modeler Texture Artist	Model and texture the building.
	VFX005	DeadPool 2 (2018)	Modeler Texture Artist	Model and texture the outfit and table
	VFX006	DeadPool 2 (2018)	Modeler Texture Artist	Digital double of Yakuza
	VFX007			
	VFX008	San Andreas (2015)	Modeler	Model the city and bay area for projection and FX.
	VFX009	San Andreas (2015)	Modeler Texture Artist	Layout all the tents and elements on the mountains and bridge. Modeling and texture some of the elements. Modeling the mountains for projection.
	VFX010			
	VFX011			
	VFX012			

Shot	Spot	Title		Work
	VFX013	Guardians of the Galaxy Vol. 2	Modeler Texture Artist	Model and texture parts of the bomb for this close up shot.
	VFX014			
	VFX015	Guardians of the Galaxy Vol. 2	Modeler Texture Artist	Model and texture the spool and the ropes. Model blend shapes for the charactor.
	VFX016			
	VFX017			
	VFX018	Bavaria “The Drop”2009	Modeler	Model spider.
	VFX019			
	VFX020	Capital One “Giant squid” (2008)	Modeler	Model parts of the Giant squid.
	VFX021	Midnight Special (2016)	Modeler Texture Artist	Model and texture the jeep on the screen right.
	VFX022			
	VFX023	Stranger Things 2 (2017)	3D Generalist	Lighting and rendering the tentacles.
	VFX024			

	Shot	Spot	Title	Work
	VFX025	Stranger Things 2 (2017)	3D Generalist	Lighting and rendering the creatures.
	VFX026			
	VFX027	HP “Petra” (2007)	Modeler	Model the laptop.
	VFX028	HP “Michel Gondry”(2007)	Modeler	Model the computer,screen and keyboard.
	VFX029	Capital One “amadillo”(2007)	Modeler	Model the split ground.
	VFX030	Guardians of the Galaxy Vol. 2	Modeler Texture Artist	Model details on the milano spaceship.
	VFX031	DeadPool 2	Modeler Texture Artist	Model and texture Deadpool’s Katana
	VFX032	Knight and Day (2010)	Modeler Texture Artist	Model the highway elements and buildings beside highway. Texture the buildings.
	VFX033	Guardians of the Galaxy Vol. 2	Modeler Texture Artist	Model the charactor and environment for FX.
	VFX034	DeadPool 2	Modeler Texture Artist	Sculpt the environment
	VFX035			
	VFX036			

Shot	Spot	Title		Work
	VFX037	San Andreas (2015)		Model the buildings in the background for projection.
	VFX038	Midnight Special (2016)	Modeler Texture Artist	Model the damaged gas station, and project and patch paint the matte painting on it in Mari.
	VFX039			
	VFX040	San Andreas (2015)	Modeler Texture Artist	Model the buildings in the background for projection.
	VFX041	Stranger Things 2 (2017)	3D Generalist	Texture, lookdev the chocolate and lighting and rendering it in the shots.
	VFX042			
	VFX043			
	VFX044			
	VFX045	DeadPool 2	Modeler Texture Artist	Texture Deadpool's damage head