









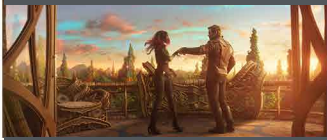









Show	Title		Work
	The Marvels	Texture Artist	Texture the stronghold buildings, props and Skrull's digidouble,
 	The Marvels	Texture Artist	Texture the meeting room extention.
	The Addams Family 2	Surfacing and Lookdev Artist	Texture,and lookdev the background structure.
	Doctor Strange in the Multiverse of Madness	Texture Artist	Texture 1/3 of Kamar-Taj buildings.
 	Midway	Surfacing and Lookdev Artist	Texture and lookdev the submarine.
 	Doctor Strange in the Multiverse of Madness	Texture Artist	Texture Rintrah's outfit
	Midway	Surfacing and Lookdev Artist	Texture and lookdev the submarine.
	The Marvels	Texture Artist	Texture the space elevator.
	The Addams Family 2	Surfacing and Lookdev Artist	Texture and lookdev the hospital environment.

Show	Title		Work
	Godzilla vs Kong	Surfacing and Lookdev Artist	Texture and lookdev some of the buildings
	Midway	Surfacing and Lookdev Artist	Texture and lookdev the aircraft
	The Marvels	Texture Artist	Texture the stronghold buildings, spaceships ,Skrull’s digidouble and props
	Deadpool 2	Modeler/Texture Artist	Texture Deadpool’s outfit. Model and Texture the damage table.
	The Marvels	Texture Artist	Texture Samuel Jackson’s digidouble and set extension for space elevator interior.

Show	Title	Work	
	The Addams Family 2	Surfacing and Lookdev Artist	Texture and lookdev the environment.
	Godzilla vs Kong	Surfacing and Lookdev Artist	Texture and lookdev some of the buildings.
	Doctor Strange in the Multiverse of Madness	Texture Artist	Texture 1/3 of the Kamar-Taj
	The Addams Family 2	Surfacing and Lookdev Artist	Texture and lookdev the environment.
	The Addams Family 2	Surfacing and Lookdev Artist	Texture and lookdev the maternity ward interior.
	Guardians of the Galaxy Vol.2	Modeller and Texture Artist	Model and texture the chair.
	Stranger Things season 2	3D Generalist	Texture,lookdev and lighting the chocolate.

Show	Title		Work
	Ant-Man and the Wasp: Quantumania	Texture Artist	Texture the background character's digidouble.
	The Marvels	Texture Artist	Texture the environment.
	Deadpool 2	Texture Artist	Texture Deadpool's damage head.
	The Addams Family 2	Surfacing and Lookdev Artist	Texture and lookdev the environment. (roads, paths)
	The Marvels	Texture Artist	Texture parts of big spaceships and one of the smaller spaceship. Texture stronghold buildings and some props.
	The Addams Family 2	Surfacing and Lookdev Artist	Texture and lookdev the buildings.