

Jesse Parker Holmes

Technical Director

185 Bleecker Street, #7

New York, NY 10012

(917) 514 - 9749

holmes124@yahoo.com

<http://www.heyparker.tv>

What I do

7+ years experience as an independent contractor in the television and film industries as a technical director, specializing in lighting, rendering, and special effects.

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Where I've worked

Prime Focus, Vancouver, BC - Early 2011-Present

Psyop - New York, NY Mid-2010 through Early-2011

Method - New York, NY Mid-2010

1stAveMachine - New York, NY Mid-2008 through Mid-2010

Digital Kitchen - New York, NY & Chicago, IL Mid-2009 through Early-2010

Somersault - Chicago, IL Mid-2008

GuerillaFX - New York, NY Late-2005 through Mid-2008

Chelsea Digital - New York, NY Late-2005

Worlds Away Productions, Ltd. - New York, NY Early-2004 through Late-2005

Universal Images - Detroit, MI Late-2003 through Early-2004

Optimus - Chicago, IL Mid to Late-2003

Pixelmonkeys - New York, NY Late-2003

Where I Studied

Vancouver Film School - Vancouver, BC 2003 Graduate of 3D Animation & Visual Effects, Class 36

Tools

Adobe Creative Suite, Autodesk 3dsMax, Maya & Mudbox, Chaosgroup V-Ray, Afterworks Afterburn & FumeFX, NextLimit Realflow, Prime Focus Software Krakatoa & Deadline, Vicon Boujou, Pixel Farm PFTrack, Eyeon Fusion.

References, rate and salary information, and further job descriptions are available upon request.