

## AUBREY PULLMAN – Photography

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Portland, OR • (206) 799-4440 • [www.rendermack.com/photo](http://www.rendermack.com/photo) • [aubrey@rendermack.com](mailto:aubrey@rendermack.com)

### AT A GLANCE

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#### Current Gear

Canon 10D digital S.L.R.

Canon 580 EX Flash

Canon 50mm f1.8

Canon 85mm f1.8

Canon 70-200 f4L

Tamron 17-35mm f2.8-4

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#### Digital Tools

Adobe Photoshop CS

Adobe InDesign

iView Multimedia

Macromedia Dreamweaver

Macromedia Freehand

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#### Education

B.A. (art major)

Evergreen State College, 1996

### PHOTOGRAPHIC SKILLS

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#### DIGITAL DARKROOM

Color and tonal correction

Color to monotone conversion

Photo compositing

RAW processing

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#### ANALOG DARKROOM

Develop 35mm black and white film

Hand print color and black & white film

Hand print digitally recorded negatives

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#### LIGHTING

Available light

Hotlight studio

Mixed daylight and hotlight studio

On-camera flash (Canon 550/580EX)

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### FREELANCE CLIENTS

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#### CASUAL GAMES ASSOCIATION • 2006

Photograph speakers and attendees at Casual Games Conferences in Seattle and Amsterdam.

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#### STANFORD UNIVERSITY • 2005

Photograph alumni event at Seattle Tennis Club for use in the Stanford Office of Development's printed materials.

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#### UNIVERSITY OF WASHINGTON • 2005

Photograph staff of the Center for Workforce Development.

Images used on department web site and the university published magazine, *Viewpoints*.

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#### MICROSOFT GAMES STUDIOS • 2004-2005

Photograph architecture and humans for video game reference.

Photographs used in the video games: *Forza Motorsport*, *Forza Motorsport 2*, and *Project Gotham Racing 3*.

Recruit and handle models.