

Summary

Exceptionally well-versed CG Animation professional with over 13 years of experience delivering high-quality animation by guiding, supervising, and reviewing works of lighting, vfx artists and leads. Strong knowledge of balancing creative desires with production requirements. Demonstrated ability to liaise between CG Animation departments and production crews.

Work Experience

Founder of PenMagicBooks Publishing LLC, June 2019 – Present

PenMagicBooks Publishing LLC is a multi-platform content studio made up of award-winning creatives with a fundamental mission of telling great stories across emerging platforms.

- Defining product vision, creating brand, strategy and roadmap to deliver excellent customer experience.
- Setting up individual projects from concept design to writing, character development, color design to execution of final product.
- Supervising story, character and rendering artists to deliver the highest quality.
- Project & budget management, digital marketing and advertising on social media.

<http://PenMagicBooks.com>

Freelance Writer – GHEE HAPPY, June 2019 – March 2020

Netflix Animation Studios, Sunset Blvd., Los Angeles

- Research on Indian Mythology to come up with stories to support the unique vision of the show.
- Develop content ideas and pitches for different episodes.
- Writing Screenplays for the show.
- Continuously edited and perfected stories until final drafts were produced.
- Collaborated with other creative professionals to achieve vision goals.

Lead Lighting and Compositing Artist – SHIMMER & SHINE, April 2016– May 31st, 2019

Nickelodeon Animation Studios, Burbank

- Add lights, shadows, colors and Ambient Occlusion to a scene based on color scripts and the director's concepts. Created set light rigs and adjust character light rigs on a scene by scene basis.
- Render layers such as Color, Ambient Occlusion, Specular, Beauty, Key Light, Height and Depth, Water, and using Mental Ray and Final Gather.
- Adjust previous light rigs and bring new characters to light with the help of presets. Use preset script tools both in Maya and in text documents to adjust things such as color, resolution and intensity for characters and sets.
- Take elements created in Maya and put them together in and Nuke to create the final product. Characters and sets require compositing to render Maya layers together.
- Create Nuke Gizmos and Presets to help overseas achieve the desired look
- Teaching and training others to be up to date on our pipeline and also explaining our rigs, presets and scenes.
- Approving light scenes, sets and characters to be sent overseas. By checking renders, Model Packs and scene files I approve lighter's work.
- Overseas management for shot production
- Tools: Maya, Mental Ray, Nuke, Photoshop, After Effects

Lead Lighting, Compositing and Texturing Artist - WALLY KAZAM

Nickelodeon Animation Studios, Burbank (Oct 2012– April 2016)

- Responsible for Lighting and Compositing for the show
- Provide key light rigs for sets and characters with presets for lighting overseas
- Setting up Nuke Example comps and Gizmos for Compositing shots overseas
- Shot retakes in house for enhanced CG lighting, Compositing, Texturing and FX
- Texturing sets, characters and props and review/approve overseas assets
- Created Maya FX rigs for first season, however this show transitioned to 2d FX
- Troubleshooting overseas rendering issues
- Generate documentation for lighting pipeline as it develops
- Tools: Maya, Mental Ray, Nuke, Body paint, Photoshop, After Effects

Adjunct Professor –Intermediate 3d Animation

Shepherd University, Los Angeles (Aug 2012-Jan 2013)

Adjunct Professor –Intermediate 3d Animation

New York Film Academy, Burbank (Aug 2012-Jan 2013)

Compositor, Stereo - KUNG FU PANDA

Technicolor, Burbank (May 2011 – Sep 2011)

- Tools used: Nuke, Photoshop

Compositor, Stereo - STAR WARS EPISODE 1, TRANSFORMERS – 3

Prime Focus, Hollywood (November 2010 – May 2011)

- Tools used: Fusion, Nuke, Photoshop

Lighting and Compositing Artist - OPEN SEASON 3

Reel FX, Dallas, TX (Jan 2010 - May 2010)

- Tools used: Maya, Mental Ray, Nuke

Lighting Technical Director - CLOUDY WITH A CHANCE OF MEATBALLS

Sony Pictures Image Works, Culver City (February 2009 - August 2009)

- Tools used: Katana, Arnold ray-tracing renderer

Assistant Technical Director – Lighting - A CHRISTMAS CAROL

Image Mover's Digital, Novato, CA (November 2008 - February 2009)

- Lighting/Compositing & Stereoscopic Conversion
- Tools used: Maya, IMD's proprietary tool Reactor, Maya (Lighting tool), Nuke

Assistant Technical Director – Lighting - BOLT

Walt Disney Feature Animation, Burbank (March 2008 - October 2008)

- Lighting, Compositing & Stereoscopic Conversion
- Tools used: Maya, Disney proprietary Software - Lumiere, Shake, Paint 3d

Key skills and strength

- Lighting, Compositing, Texturing, Rendering, CG look development, Visual FX for feature films and TV shows.
- Writing Children Picture Books, Middle Grade and Short Stories
- Strong interpersonal skills and work efficiently in a team environment
- Proven ability to learn a studio's pipeline in a short time and produce high quality work
- Creative, technical and artistic problem solving
- Writing Children Picture Books, Middle Grade and Short Stories

Education

Master of Fine Arts in Film, Video and Computer Animation (2003-2007)

University of Southern California, School of Cinematic Arts, Los Angeles, CA

Bachelor of Science in Architecture

Birla Institute of technology, Mesra, Ranchi, India

Tools

Maya, Nuke, Photoshop, After Effects, Real Flow, V-Ray, Bodypaint, Shake, Render man, Katana, Lumiere, Mental Ray, Fusion, Arnold, Mel Scripting, 3D-StudioMax, Final Cut Pro, Flash, Adobe Audition, Adobe Premiere, AutoCAD-2005, Adobe Illustrator

Operating Systems: LINUX, Windows, Mac OS X

Awards and Memberships

- Recipient of prestigious **Sloan Award in Animation 2006**, USC School of Cinema Television
- **Gene Autry Scholarship** 2005-06 from the USC School of Cinema Television
- **Cinema Circulus Scholarship** 2005-06 from the USC School of Cinema Television
- **Pruess Scholarship** 2004-05 from the USC School of Cinema Television
- Member of **A.I.A.** (All India Institute of Architects) & **C.O.A.** (Council of Architects License holder)

Film Festivals

- Student film, Mandir, won best Animation on Anarchy film festival and was screened twice at Slamdance Film Festival, 2007