

Summary

Experienced Computer Graphics professional with over 14 years of experience delivering high- quality animation involving lighting, Compositing, FX and Rendering for animated feature films and TV shows. Honed creative eye and knowledge of balancing creative desires with production requirements. Demonstrated ability to liaise between creative departments and production crews.

<https://www.penmagicbooks.com/pragyatomar>

Skills:

Story Telling, Visual Design, Motion Graphics, Concept Development, Product Design, Color theory, Brand Development, Copy Writing, Testing, Digital Marketing, 3d Art, Lighting, Texture Painting, Rendering, Compositing, Writing Children's books, Developing/pitching Story ideas for shows, Screenplay writing, Character Development, Set Design

Tools

Maya, Figma Photoshop, After Effects, Final Cut Pro, Nuke, Substance Designer, Adobe XD, Sketch, Figma, Invision, Redshift, Mental Ray, V-Ray, Real Flow, Bodypaint, Shake, Render man, Katana, Lumiere, Fusion, Arnold, Mel Scripting, 3D-StudioMax, Final Cut Pro, Flash, Adobe Audition, Adobe Premiere, AutoCAD-2005, Adobe Illustrator. O.S: LINUX, Windows, Mac OS X

Work Experience

Lighting and Rendering Artist – COCOMELON Oct 2020 – Present

MoonBug Entertainment, Los Angeles

Tools used: Maya, Redshift, Photoshop, After Effects

- Lighting and Rendering shots for the show Cocomelon

Founder of PenMagicBooks Publishing LLC, Sep 2018 – Present

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

- Visual Designing of website and promo materials related PenMagic Books brand.
- Understanding of customer journey and their needs. Translate design research and product requirements into wireframes, mockups and clickable prototypes using design system components
- 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. Writing newsletter with graphics for marketing and keep a following. <http://PenMagicBooks.com>

Episodic Writer – GHEE HAPPY, June 2019 – Jan 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

Tools: Maya, Mental Ray, Nuke, Photoshop, After Effects

- 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.
- Use preset script tools both in Maya and in text documents to adjust things such as color, resolution and intensity for characters and sets.
- Compositing and creating Nuke Gizmos and Presets to help overseas achieve the desired look
- 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

Lead Lighting, Compositing and Texturing Artist - WALLY KAZAM

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

Tools: Maya, Mental Ray, Nuke, Body paint, Photoshop, After Effects

- 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

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

- Stereoscopic Conversion

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/Compositing & Stereoscopic Conversion

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

- Lighting/Compositing & Stereoscopic Conversion

Assistant Technical Director – Lighting - A CHRISTMAS CAROL

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

Tools used: Maya, IMD's proprietary tool Reactor, Maya (Lighting tool), Nuke

- Lighting/Compositing & Stereoscopic Conversion

Assistant Technical Director – Lighting - BOLT

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

Tools used: Maya, Disney proprietary Software - Lumiere, Shake, Paint 3d

- Lighting, Compositing & Stereoscopic Conversion

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

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