

Pragya Tomar

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www.PenMagicBooks.com

Objective

High-energy and self-motivated individual seeking to assist in creating a show.

Areas of Strength and key skills

- Creative eye for lighting, Compositing, CG look development, FX
- Author and Storyteller
- Writing Children Picture Books, Middle Grade Novelettes, 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

Professional Experience

Lead Lighting and Compositing Artist – SHIMMER & SHINE

Nickelodeon Animation Studios, Burbank (April 2016– Present)

- Shot retakes in house for enhanced CG lighting, Compositing and FX
- Tools: Maya, 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 re-takes in house
- 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)

Composer, Stereo - KUNG FU PANDA
Technicolor, Burbank (May 2011 – Sep 2011)
• Tools used: Nuke, Photoshop

Composer, 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 Imageworks, 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

Maya Generalist/Composer - CITIES OF THE UNDERWORLD, History Channel
• Whitney Digital Studios, Burbank (October 2007 - March 2008)
• Shot setup: Modeling, Animation, Texturing, Lighting, Rendering
• Final scene layouts, work to establish and maintain cinematic style with regard to shot selection, pacing, character blocking and camera direction
• Tools used: Maya, Mental ray, After Effects, Premiere, Photoshop

Maya Generalist - FRUITY PEBBLES, Commercial
Duck Studios, Los Angeles (April 2007 - June 2007)
• Modeling, lighting, texturing & rendering
• Tools used: Maya, Photoshop and After Effects

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, After Effects, Real Flow, VRay, Bodypaint, Shake, Render man, Katana, Lumiere, Mental Ray, Fusion, Arnold, Adobe Photoshop, Mel Scripting, 3D-StudioMax, Final Cut Pro, Adobe 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.I.A** (All India Institute of Architects) & **C.O.A.** (Council of Architects License holder)

Author of following books (soon to be published)

- Babu and Bina at the Ghost Party – Picture Book
- Princess for a day – Picture Book
- Babu and Bina at the Andaman Nicobar Islands – Picture Book
- Fatima and Bonnie meet the mighty Yaksha
- Aliyah and the Kooky Cat Lady
- Shakuntala – the Indian fairy tale

Film Festivals

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