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Summary

Having worked for more than 24 years in the VFX and Animation industry, I strive for proficiency in all types of photo real or stylized effects including Volumetric, Liquid, Particles and Rigid Bodies.

Having headed CG teams in most of the studios I have worked with, I truly believe in great teamwork, systematic workflow and multi-tasking, without compromising on deadlines and budgets. Whether it is Live action or Animated Feature Films, Television Series, Game Cinematic or TVCs, I have a deep understanding of all VFX process and enjoy working on all media formats.

Awards and Recognition

2018 - VES - Visual Effects Society

Outstanding Effects Simulations in an Animated Feature (nominated)

Boss Baby

2015 - 42nd Annie Awards

Outstanding Achievement, Animated Effects in an Animated Motion Picture (nominated)

Penguins Of Madagascar

2009 Star Screen Award

Best Visual Effects

Boothnath

Experience

Scanline VFX – Fx Lead

Vancouver – Apr 2023 – current

Responsibility

- Work autonomously to create realistic, directable simulations of any real-world phenomena based on reference and brief
- Create well-organized tools, scripts, and set-ups to facilitate efficient or automated workflows that can be used by other members of the crew
- Improvise and work efficiently within the confines of available resources, show structure, and schedule as defined by Production Management

3 Body Problem | Aquaman and the Lost Kingdom | Joker Folie à Deux | Rebel Moon Part 2

Sony Pictures Imageworks – Fx Supervisor

Vancouver – Aug 2022 – Jan 2023

Responsibility

- Supervise the effects team to deliver photorealistic simulations of real-world phenomena effects.
- Execute effects shots and setups for key sequences.
- Responsible for bidding of shots/sequences and casting of artists/developers.
- Discuss and understand creative requirements from the VFX Supervisor.
- Brief Effects Leads / Artists and provide constructive feedback to ensure consistency.

Antman and the wasp : quantumania

Scanline VFX – Fx Supervisor

Vancouver – Feb 2021 – Aug 2022

Responsibility

- Supervise the effects team to deliver photorealistic simulations of real-world phenomena effects.
- Execute effects shots and setups for key sequences.
- Responsible for bidding of shots/sequences and casting of artists/developers.

- Discuss and understand creative requirements from the VFX Supervisor and Director.
- Brief Effects Leads / Artists and provide constructive feedback to ensure consistency.
- Develop pipeline tools with the collaboration of pipeline development team.

Three Body Problem | Shadow and Bones – season 2

Sony Pictures Imageworks – Sr. Fx Artist

Vancouver – Sep 2021 – Jan 2022

Responsibility

- Creating master setups and look for key effects.
- Troubleshoot and solve problems proactively and resourcefully
- Interpret and transform abstract ideas into compelling effects

MCU

Luma Pictures – Sr. Fx Dev Artist

Melbourne – July 2020 – July 2021

Responsibility

- Working remotely.
- Creating master setups and look dev for key effects.

Eternals | WandaVision | The Tomorrow War | Shang-Chi | Spider-Man: No way Home

BaseFx – FX Supervisor

Kuala Lumpur | Beijing – May 2018 – Jun 2020

Responsibility

- Supervise the effects team at Beijing and Kuala Lumpur on site and remotely.
- Execute effects shots and setups for key shots and sequences.
- Designing and managing pipeline tools, production workflow.
- Responsible for bidding and scheduling of shots/sequences and casting of artists/developers.
- Discuss and understand creative requirements from the VFX Supervisor and Director.
- Managing interdepartmental workflow and communication.

Aquaman | Bumblebee | Angle Has Fallen | 6 Underground | Star Wars – The Rise of Skywalker | The Mandalorian I / II

Double Negative – FX Supervisor

Vancouver – Mar 2017 – Mar 2018

Responsibility

- Supervise the effects team to deliver photorealistic simulations of real-world phenomena effects.
- Execute effects shots and setups for key sequences.
- Responsible for bidding of shots/sequences and casting of artists/developers.
- Discuss and understand creative requirements from the VFX Supervisor.
- Brief Effects Leads / Artists and provide constructive feedback to ensure consistency.
- Responsible in directing and guiding the overall effects and simulations on schedule and budget.
- Managing production workflow, pipeline and interdepartmental communication.

Blade Runner 2049 | Ant-Man and the Wasp

DreamWorks Animation (DreamWorks Dedicated Unit at Technicolor) – Sr. Fx Artist

Bangalore – Aug 2010 – Dec 2016

Responsibility

- Technical and Look Development of effects like fire, smoke, liquid, explosions, debris and various other natural phenomenon.
- Responsible for deployment and quality control of FX best practices and studio pipeline standards.
- Responsible for bidding of shots/sequences and casting of artists/developers.
- Tracking FX production goals and assisting in reaching targets when problem areas are identified.
- Responsible for Inter-departmental communication for all FX assets.
- Mentoring/Training the team, and assessing artists' performance and progress.
- Lead department training initiatives to migrate from Maya to production ready Houdini proficiency.
- Responsible for department recruitment and the new internship program.

Boss Baby – Feature Film – Head of Effects

- Planning and budgeting effects for the Film.
- Exploring Style and scope of the effects along with Director and VFX Supervisor.
- Suggesting simplification and ideas to keep the budget in check.

- As FX Developer worked on Sticky liquid (baby food), PBD based Noodle, Contained liquid Setup.

Kung Fu Panda 3 – Feature Film – Sr Fx Artist

- Leading the team for 3 sequences

Home – CP – Sr Fx Artist

- Leading all the CP work totaling of 14 CP videos
- Executed Soda and Emotion effect.

The Penguins of Madagascar – Feature Film – Fx Lead

- Lead the core development team of the project.
- Developed DW's state of the art workflow and tools for large scale transient domain water effects/simulations based on Houdini FLIP / Naiad, through to final look approval.
- Deployed and trained the team on state of the art liquid simulation workflow for the most challenging liquid effects sequences.
- Appointed Head of Effects for a few sequences in production.
- Was assigned and successfully delivered challenging and time critical shots in production.
- Was assigned to lead the most challenging and critical sequences in production.
- Continued mentoring artists in Houdini proficiency and techniques.

Madagascar 3 - Feature Film – Fx Lead

- Look development and shots execution for stylized Train-Steam.
- Created Train-Steam system for using in multiple shots by other artist in India and US.
- Rocket skates smoke trail effect.
- Handled overall responsibility in the absence of Head of FX.

Puss in Boots - Feature Film – Sr Fx Artist

- Simulation and look development of champagne opening effect.
- Created automated Horse foot dust setup for multiple shots.
- Sandstorm lighting and compositing

Madly Madagascar – DVD – Sr Fx Artist

- Pond water Setup for multiple shots
- Lab Dry Ice Pond Splash, Tidal wave Dust Trail effects
- Developed tool in Maya (python) for in-house Bullet solver.

Spooky Stories – DVD – Sr Fx Artist

- Fire, smoke and ember effect for Fireplace.
- Created pipeline system of fireplace to plug and play in multiple shots.

Journey To Madagascar - Ride Cinematic – Sr Fx Artist

- Fire and Smoke effect this project was for DW partner and was to be delivered on very tight deadline.

Pixion CCL – CG Supervisor

Mumbai – Apr 2010 – Aug 2010

Responsibility

- Onset supervision.
- Monitoring project progress, directing crew and making necessary changes to ensure project will be completed on time and within budget constraints.
- Overseeing the technical approach and procedures for the project.
- Guiding the team on Technical and Creative front.
- Ensuring proper use of resources.

The Deep – (5 Episode TVS BBC UK) | Once upon a time in Mumbai - Feature Film | Golmaal 3 - Feature Film | Tilda Rice – TVC

Fable Farm Studio – VFX Supervisor

Mumbai – Jan 2009 – Mar 2010

- CG Supervision
- Responsible for QC check and cross-site Client communication.

3 idiots - Feature Film | Fired - Feature Film | Parle LMN - Feature TVC | Cadbury Éclair – TVC | Cadbury Halls – TVC | Himani Sona Chandi – TVC | Boroplus – TVC

Pix n Trix studio – VFX Supervisor

Mumbai - Aug 2007 – Dec 2008

Responsibility

- Planning and Onset supervision
- Maintaining daily, open communication with teams and Production Manager.
- Pitching and bidding for projects and communicating with clients.
- Guiding the team on Technical and Creative front.
- Conducted audits and advised senior production staff of project concerns.
- Developing overall studio pipeline process.

Boothnath - Feature Film (Winner of Best Visual Effect Award - Star Screen Awards) | Straight - Feature Film | Banda Ye Bindas Hai - Feature Film | Dumkata - Feature Film

Media Factory – CG Supervisor

Mumbai – Jan 2006 – Jul 2007

Responsibility

- Onset Supervision
- Collaborated with production management in estimating project schedules and resource needs.
- Guiding the team on Technical and Creative front.

Lage raho Munnabhai - Feature Film | Johnny Gaddar - Feature Film | Pinnocho Effect - Feature Film | Navratna oil – TVC | Yogiraj oil – TVC | A.R. Rehman World Tour – Live Concert

Synergy Images – CG Consultant

Bangalore – Jul 2005 – Dec 2005

Responsibility

- CG Supervision and Production Pipeline Development
- Modeling, Rigging of Lead Toy Character.

Friends Forever – Feature Film

Maya Entertainment – Project Director

Mumbai – May 2000 – Jun 2005

Responsibility

- Part of the core leadership team.
- Technical solutions and creative guidance to the team.
- Escalated from position of Animator > Sr. Technical Director > Project Director with strong commitment and performance.

Neo Pets and Pet Pets –Game Cinematic Sony Entertainment | The Tale Of Jack Frost – Christmas special BBC (Nominated in BAFTA 2005) | Golden Eye – Game Cinematic Activision | Hairy Dogs – Nickelodeon | Weather Kids – Nickelodeon | Shorites & Alien Racers – Tigar Hare (TVC) | Jajantaram Mamantaram – Feature Film | Mangal Pande – Feature Film | Hawa – Feature Film | Web0 and Ip – UN

Other Experiences

Mumbai - 1996 - 2000

Freelance

- Architectural Visualizing, Product Modeling etc.

3D designer at 3bf

- 3D Product Modeling and Design in Ad Agency.

Sr. Instructor at Zed Career Academy

- Training Instructor of west zone for 3D studio Max.

Sr. Instructor at Star Computers

- Instructor for Multimedia and Animation courses.

Skills

3D packages

Houdini, Maya, 3D Studio Max.

Liquid Simulation

Naiad, Real Flow.

Compositing

Nuke, After Effects, Photoshop.

Tracking / Match-moving

PF Track, Boujou.

Scripting / Programming

VEX, Python, MEL and Working knowledge of C, C++.

Render

Mantra, Mental Ray, V-ray, Render-man for Maya.

Education

Bachelor of Computer Application – 2009

- Vinayaka Missions University

Diploma in Computer Arts – 1996

- EDIT Institute

Diploma in Electronics Engineering – 1995

- Bombay Institute of Technology (Incomplete)