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**Skills**

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* 13+ Years experience on Feature Animated and VFX film Industry
* Specialized in Creature Rigging, Facial Rigging, Cloth and Hair Setups and Simulation.
* Ziva Dynamic Muscle Rig/Simulation, nCloth/nHair Rig/Simulation and Dynamic Setups.
* Advance understanding of figure and facial anatomy for Photorealistic and toon stretch-style rigs.
* Technical RND, Pipeline Development to improve department workflows on MEL, Python, Python-API.
* Advanced, animator-friendly rigging, versatile technical support and ad-hoc problem solving.
* I am a strong leader and have excellent communication skills (both verbal and written).

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## Work Experience

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**Scanline VFX Vancouver**

**CFX Artist: February 2018 – Present**

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**Projects:**

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| --- | --- | --- |
| **Game of Thrones Season 8**  **Aquaman**  **Ant-Man and the Wasp** | TV Series  Feature Film  Feature Film | **HBO Series.**  **Warner Bros. Pictures.**  **Marvel Studios.** |

* Worked on Ziva Dynamic Muscle Setup and Simulation on multiple characters
* Cloth / Hair Rig Setup and Simulation on nCloth / nHair.
* RND and Tools Development and Pipeline Support.

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**Silver Ant PPI SDN BHD,**

**Rigging / Pipeline Technical Director: November 2013 – December 2017**

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**Projects:**

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| --- | --- | --- |
| **Project LayereD**  **Godzilla**  **Tsum Tsum 3**  **Transformers Robots in Disguise Season 4**  **Lost In Oz: Extended Adventure**  **BLAME!**  **IN6**  **Ajin - Demi-Human - Season 2**  **Transformers Robots in Disguise Season 3**  **Transformers Robots in Disguise Season 2**  **Ajin - Demi-Human - Season 1**  **Transformers Robots in Disguise Season 1** | Game/Anime Movie  Feature Film  CG Animated Shots  TV Series  TV Series  Manga Feature Film Game Assets  Manga Feature Film  TV Series  TV Series  Manga Feature Film  TV Series | **Bandai Namco Ent.**  **Toho Co. Ltd.**  **Disney Japan**  **Hasbro Studio**  **Amazon Original**  **Kodansha Studio**  **Pachinco Japan**  **Kodansha Studio**  **Hasbro Studio**  **Hasbro Studio**  **Kodansha Studio**  **Hasbro Studio** |

* Supervising the team,
* Responsible for creating rig setups, primary/secondary characters and Dynamic Setup for Hair/Cloth.
* Worked on Unreal Setup for series projects
* Worked on robots and transformation rigs
* Responsible for creating pipeline Tools/Scripts required for the projects or department.

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**Prana Studios Pvt. LTD, Mumbai, India**

**Hair TD / Rigging TD: August 2011 – October 2013**

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**Projects:**

|  |  |  |
| --- | --- | --- |
| **Tinker Bell: Legend of the NeverBeast**  **Tinker Bell: The Pirate Fairy**  **Saving Santa**  **Legends of Oz: Dorothy's Return**  **Tinker Bell: Secret of the Wings**  **An Elf's Story: Elf on the Shelf** | DVD Feature Film  DVD Feature Film  CG Feature Film  CG Feature Film  DVD Feature Film DVD Feature Film | **Walt Disney Picture**  **Walt Disney Picture**  **Gateway Films**  **Summertime Entertainment**  **Walt Disney Picture**  **Trick 3D** |

* Responsible for creating Hair rig setups, primary/secondary characters and simulation for shots.
* Responsible for technical support to Cloth/Hair/Fur Department.
* Responsible for RND to make pipeline better, before project come to floor.
* Using MEL and Python to create hair and cloth rigs and muscle deformation/rigs.
* Using script created massive character rigs for crowd simulation.

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**Mumbai, India**

**Freelance Rigging Artist: June 2009 – July 2010**

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* Responsible for gaming characters rig.
* Created custom scripts for the rig characters.
* Writing specialized tools and plugins for the rigging and animation pipeline (Python)

— Ongoing technical R&D

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**Maya Entertainment LTD, Mumbai, India**

**Rigging Lead: May 2008 – June 2009**

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**Project:**

|  |  |  |
| --- | --- | --- |
| **Ramayana The Epic**  **Da Jammies**  **Rosie Episode**  **Noddy** | CG Feature Film  TV Series  TV Series  TV Series | **Maya Entertainment Ltd.**  **FarCor Entertainment**  **VGI Entertainment**  **Brown Bag Entertainment** |

* Creating scripts with custom rig setup for primary/secondary characters as it involves multiple variations of primary characters with real human like muscle deformation and huge amount of secondary characters for war scenes. Maintaining quality as required for production pipeline.
* New technique of integrating Maya muscle system in our pipeline customizing rig so that animation can work with muscle rigs without facing any problems
* Customizing rigs to achieve complex dance actions of characters with dynamics for hair and cloth. Scripts for animation transfer and mirroring animation helping animators to copy or transfer animation to both the sides.

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**UTV Software Communications (Motion Pictures Division) LTD**

**Rigging Artist/Lead: December 2005 – May 2008**

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**Projects:**

|  |  |  |
| --- | --- | --- |
| **Arjun the Warrior**  **Shrek 3**  **Bratz, Super babies:**  **3-2-1 Penguins!**  **Tinker Bell: Secret of the Wings**  **An Elf's Story: Elf on the Shelf**  **Cosmic Quantum Ray**  **Kong II**  **Christmas Carol**  **Freej**  **Magic Cellar**  **Robin Hood, Three Musketeers,**  **Jungle Book, Prince and Pauper,**  **Alice in Wonderland** | CG Feature Film  Test Project  DVD Feature Film  CG Feature Film  DVD Feature Film DVD Feature Film  20 Episodes Series  CG Feature Film  CG Feature Film  Series (Season 1/2)  TV Series  DVD Feature  DVD Feature  DVD Feature | **Walt Disney Picture**  **DreamWorks**  **Gateway Films**  **Summertime Entertainment**  **Walt Disney Picture**  **Trick 3D**  **Nickelodeon**  **BKN Home Ent. Ltd**  **BKN Home Ent. Ltd**  **Dubai TV**  **Morula Pictures**  **BKN Home Ent. Ltd**  **BKN Home Ent. Ltd**  **BKN Home Ent. Ltd** |

* Integrating toon line in with the rig setup so as to achieve 2D look from 3D rendered character.
* Getting realistic deformation of character and GUI to help animation interact with character easily.
* RND on rigs and working on transfer of animation for animation rigs to hair and fur rigs and technical issues.
* Character Rig and scripting for animator Dept for update new rigs and incorporate technical improvements.
* Worked on character rigging, cloth and other technical problems

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**Technical Skills**

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* Scripting and Tool Development with MEL, Python, PyMEL and Puthon API.
* Advanced knowledge of Autodesk Maya, Ziva Muscle and Maya Muscles System,
* Advanced knowledge simulation and dynamic setups,
* Autodesk 3D Studio Max, Max Scripting.
* Working Knowledge of Pixar’s RenderMan and Arnold
* Adobe Photoshop, Adobe After Effects, Adobe Premiere.
* Operating System: Windows, Linux.

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**Professional Qualifications**

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## 2003-2005: Diploma in Digital Arts and 3D Animation from ZICA, Mumbai, India

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**Educational Qualification**

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* **1999-2000:** Higher secondary from Bhavan’s, Mumbai, India
* **1996-1997:** Senior Secondary from UEHS, Mumbai, India

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