

Nitin Singh - Senior Environment / Generalist TD.

Vancouver, Canada

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HONORS & AWARDS

- * **VISUAL EFFECTS SOCIETY AWARDS (VES) 2014** (Outstanding Created Environment in a Commercial or Broadcast Program) for Game Of Thrones "The Climb".
- * **PRIMETIME EMMY AWARDS 2013** (as Model and Texture Lead) for Game Of Thrones. "Valar Dohaeris" (Season 03)

OBJECTIVE

To acquire the position as a CG Generalist in which I can demonstrate my passion for CG. To work for a company where I can share my technical knowledge with artistic skills to help others and sharpen my skills to be more productive and efficient.

EXPERIENCE

Senior CG Generalist TD at *ScanLine VFX*,

Vancouver (Aug-17.2015 - Currently)

Projects: - MEG, Justice League, Independence day resurgence.

- *CG environment's creation using world machine and Terragen 3.
- *Texturing High res. photo-real maps for CG environments and Props procedurally.
- *Set Dressing, Look development & shading for assets and props.
- *Tools development using Python for Maya and Mari.

TOOLS: - Maya, Max, Mari, Mudbox, Nuke, Substance Designer, Terragen, Vray 3.0, World Machine, Python.

Senior Environment TD at *Moving Picture Company*,

Vancouver (Jan.26.2015 - Aug-07.2015)

Projects: - Batman Vs. Superman, The Finest Hour.

- *Set Extension and CG environment's creation.
- *Texturing High res. photo-real maps for CG environment's.
- *Look development & camera projection texturing from set photographs.

TOOLS: - Maya, Mari, Mudbox, Nuke, Terragen, Vray 3.0.

CG Supervisor at *NPIXO GmbH*,

Frankfurt (Feb.13.2014 - Nov.30.2014)

Projects: - Porsche Cayenne Exclusive 2014, Porsche 911 GT3, Porsche Macan,

Porsche Panamera Turbo S, Porsche Spyder, Porsche Boxster, Porsche 991 GTS, Skoda Fabia & more.

- * Shot and Asset management in Windows / Mac (Python).

- * Digital Asset Management for different projects. (Python & SQLite)
- * Vray 3.0 shader's Library dev. with custom tools for lighting & rendering.
- * Setting up workflow between different departments.
- * Delegating and managing artists & projects.
- * Creating custom tools for production and pipeline in Python.
- * Tools/pipeline R&D development for production & training artists.
- * Modeling, texturing, shading, lighting & rendering of assets in shots and setting up the workflow for different projects in the pipeline.
- * Testing software's for production and training artists with new tools & skills.

TOOLS: - *Maya, Mari, Mudbox, Nuke, Terragen, Vray 3.0, Vue, VRED, Python, Photoscan, SQ-Lite, SpeedTree.*

CG Generalist at *NPIXO GmbH.*,

Frankfurt (Dec.01.2013 - Feb.12.2014)

Projects: - *Porsche Cayenne Exclusive 2014*

- * Real-time visualization with art directors and photographers for rendering high-resolution pictures and art work for Porsche and other automotive companies.
- * Re-topology of 3D models and preparing them for lighting and rendering.
- * Texturing, shading, lighting and rendering of CG environments & cars.

TOOLS: - *Maya, Mari, Mudbox, Nuke, Vray 3.0, Vue, VRED, Python, Photoscan, SQ-Lite.*

Senior Texture Artist / CG Generalist at *SPIN VFX*,

Toronto (Feb.25.2011 - Aug.15.2013)

Projects: - *Game of Thrones season 03, Nikita Season 02,03, Borgias Season 02,03, Resident Evil, Twilight breaking dawn 01,02, Titanic TV series, Abraham Lincoln vampire hunter, Reign & more.*

- * Modeling, Texturing & Sculpting high res. assets, props, vehicles, environment's & characters.
- * Shading, lighting & rendering of assets in Renderman, Katana, Mental Ray, Maya man, Look Dev of assets in Katana & Maya for lighting.
- * Develop and test Foundry's Katana for production at asset level with programmer's.
- * Tested and introduced software's like Mari, Mudbox, Katana, and Speedtree for Pipeline on multiple platforms.

TOOLS: - *Katana, Maya, Mudbox, Nuke, Renderman, SpeedTree,Vue, Vray2.0, Python, Mental Ray, Mel, Zbrush.*

Texture Artist / 3D Modeler at *SPIN VFX*,

Toronto (Oct.12.2010 - Feb.24.2011)

Projects: - *Borgias Season 01.*

- * Modeling, Texturing & Sculpting high res assets, props, vehicles, environment's & characters.
- * Shading, lighting & rendering of assets in shots.

TOOLS: - *Katana, Maya, Mudbox, Nuke, Renderman, Vue, Python, Mental Ray, Mel, Zbrush.*

3D Modeler / Layout Artist at *Nucon India Pvt. Ltd.*,

New Delhi (July.01.2007 - Sept.30.2008)

- * Modeling 3D environments & sets for production and painting photo-real texture maps.

TOOLS: - *Maya, Max, Photoshop, Mudbox.*

EDUCATION

University of Ryerson, Diploma Python Programming
Vancouver Film School, 3D Animation & Visual Effects
Sikkim Manipal University, BSc in Multimedia & Animation
Advance Maya, 1 year Diploma in Modeling & Texturing
3D Arena, 2.5 yrs Diploma in animation

Toronto (Aug.2011 - Dec.2011)
Vancouver (Oct.2008 - Oct.2009)
New Delhi (Jan.2005 - June.2008)
New Delhi (Oct.2007 - Sept.2008)
New Delhi (Jan.2004 - July.2006)

SOFTWARE SKILLS

Unreal Engine - Level, Environment creation for Virtual Reality for HTC Vive.
Autodesk Maya - Modeling, texturing, UV-Mapping, lighting, optimizing and rendering passes with layers.
Autodesk 3D's Max- LookDev and lighting with vray.
Substance Designer- procedural texturing and tileable texture creation.
Autodesk Mudbox - Texturing Displacement maps and Ptex for rendering.
Foundry Mari - Texturing and camera projection for set extensions and characters.
Teraggen 3 - Ecosystems and the 3D environment creation.
Foundry Nuke - Compositing, green screen, roto, Nuke 3D, camera projection.
Foundry Katana - Look dev of characters & environment's, shading, lighting, rendering.
Vray 3.0, Mental Ray, Prman, Renderman studio - Lighting and Rendering.
Autodesk Vred- Automotive visualization and rendering.
Speedtree - Creating 3d trees for CG environments and set extensions.
Photoscan - Photogrammetric processing of digital images.
Operating system - Linux, Mac, Windows.
Programming Languages - Python, SQLite.

PERSONAL SKILLS

Painting high res. photo-real textures and relevant maps for other surface effects to be mapped to 3D objects.
A full working Knowledge of Polygon, sub-D surface and NURBS modeling in Maya.
Node based Compositing Rotoscoping and Green Screen.
Traditional arts background with emphasis on photo-realistic character work and environments.
Proficiency with building models for deformations and FX using multiple software's.
Lighting and rendering different passes for compositing.
Rock Climber at the national level.

Reference available on request.