

Nitin Singh - Senior CG Generalist.

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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 (**Project Lead**) "The Climb".

* **PRIMETIME EMMY AWARDS 2013** (as Model and Texture Lead) for Game of Thrones. "Valar Dohaeris" (Season 03)

EXPERIENCE

Environment TD at Framestore,

Montreal

(Feb.05.2018 - June.09.2018)

Projects:- The Aeronauts, Captain Marvel, His Dark Materials.

- * procedural texturing and lookDev for full CG environments.
- * Developing custom calisthenics shaders for procedural environment texturing and look development.
- * Making clouds procedurally in Houdini, Layout, Lookdev, and rendering of Assets / Shots in FrameStore's proprietary rendering engine.
- * Tools development in Maya using python to speed up the workflow.

Software's Used: FrameStore's custom texturing and lighting tools, Maya, Houdini, Mari, Nuke, Python, Linux, Windows, Photoshop.

Environment Pipeline TD at Method Studios (Iloura),

Melbourne

(Feb.05.2018 - June.09.2018)

Projects:- Tomb Raider, Aquaman.

- * Developing custom pipeline tools for layout and Environment Dept. using Python and PyQt4.
- * Modeling and texturing full CG environment's with Substance Designer and Zbrush.
- *Texturing High res. photo-real textures for CG environments and assets.

Software's Used: Maya, World Machine, Mari, Zbrush, Mudbox, Nuke, Vray 3.0, Photoshop, Linux, Substance Designer.

Senior Environment Generalist at Iloura,

Melbourne

(Feb.06.2017 - Feb.02.2018)

Projects:- Jumanji, Game of thrones season 07, Tomb Raider, Aquaman.

- * Modeling and texturing full CG environments.
- *Texturing High res. photo-real maps for CG environment's, assets .
- * Developing custom pipeline tools for assets department using Maya Python.

Software's Used: Maya, Terragen 3, World Machine, Mari, Zbrush, Mudbox, Nuke, Vray 3.0, Photoshop, Linux, Substance Designer.

Senior CG Generalist at Scanline VFX,
(Aug.17.2015 - Feb.03.2017)

Vancouver

Projects:- Independence Day, Justice League, Magladon.

- * Photorealistic Shading, lookDev, and Lighting for Full CG shots.
- *Set Extension and CG environment's creation.
- *Texturing High res. photo-real textures for CG assets and environments.
- *Re-topology and models Clean-up.

Software's Used: Maya, MAX, Terragen 3, World Machine, Mari, Mudbox, Nuke, Vray 3.0, Photoshop, Windows, Substance Designer.

Senior Environment TD at Moving Picture Company,
(Jan.26.2015 - Aug.10.2015)

Vancouver

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

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

Software's Used: Maya, Katana, Mari, Mudbox, Nuke, Vray 3.0, Mental Ray, Photoshop, Linux

CG Supervisor at NPIXO Gmbh,
(Feb.13.2014 - Nov.30.2014)

Frankfurt

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).
- * Vray 3.0 shader's Library dev. with custom tools for lighting & rendering.
- * 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.
- *Testing software's for production and training artists with new tools & skills.

Software's Used: Maya, V-RED, Mari, Mudbox, Nuke, VUE, Vray 3.0, Mental Ray, Speed Tree, Python.

CG Generalist at NPIXO Gmbh.,
(Dec.01.2013 - Feb.12.2014)

Frankfurt

Projects:- Porsche Cayenne Exclusive 2014

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

Software's Used: Maya, V-RED, Mari, Mudbox, Nuke, VUE, Vray 3.0, Mental Ray, Speed Tree, Python, SQLite.

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 Render Man, Katana, Mental Ray, Maya man, Look Dev of assets in Katana & Maya for lighting.
- * Develop and test Foundry's Katana for production at the asset level with programmers.
- * Tested and introduced software's like Mari, Mudbox, Katana, and Speed Tree for Pipeline on multiple platforms.

Software's Used: *Maya, Mari, Mudbox, Katana, PRman, Nuke, Vray, Speed Tree, Linux.*

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.

Software's Used: *Maya, Zbrush, Nuke, PRman, MayaMan, Mental Ray, Photoshop, Linux.*

EDUCATION**University of Ryerson**, *Diploma Python Programming***Toronto***(Aug.2011 - Dec.2011)***Vancouver Film School**, *3D Animation & Visual Effects***Vancouver***(Oct.2008 - Oct.2009)***Sikkim Manipal University**, *BSc in Multimedia & Animation***New Delhi***(Jan.2005 - June.2008)***Advance Maya**, *1-year Diploma in Modeling & Texturing***New Delhi***(Oct.2007 - Sept.2008)***3D Arena**, *2.5 yrs Diploma in animation***New Delhi***(Jan.2004 - July.2006)*

SOFTWARE SKILLS

Unreal Engine - *Level, Environment creation for Virtual Reality for HTC Vive.*

Houdini - *Volume and Pyro FX.*

Autodesk Maya – *Modeling, texturing, UV-Mapping, lighting and rendering.*

Autodesk Mudbox, Zbrush – *Sculpting Displacement maps for CG environment's and props.*

Foundry Nuke - *Compositing, green screen, roto, Nuke 3D, camera projection.*

Vray 3.0, Arnold - *Lighting and Rendering.*

Speed Tree - *Creating 3d trees for CG environments and set extensions.*

Teraggen 3 - *Eco systems and 3D environment.*

Operating system - *Linux, Mac, Windows.*

Foundry Mari, Substance Designer and Painter - *Texturing and camera projection for set extensions and props.*

Programming Languages - *Python, PyQt5.*