Résumé

SHINE PRABHAKAR

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SUMMARY

Extremely motivated visual effects artist with 14 year of experience in high-end photo-realistic rendering, set extension, art direction and on-set supervision.

EXPERIENCE

Senior 3d Generalist, Lighting TD (October 2007 Onward)
Realimage Productions, Dubai, UAE. www.realimage.tv

Grew from Mid-Level Artist to Senior 3D Generalist while working at Realimage. Had the opportunity to work on TVCs, motion graphics.

- Heading up projects as lead CG artist and Lighting TD. Excellent work ethic with diligence in time keeping and focused attention to detail.
- Execute a wider range of tasks including planing, Look Development, Modeling, Texturing, Lighting, Shading, Rendering, Compositing, Grading.
- Understand project requirements and develop animation production pipeline.
- Communicating and collaborating with Directors, Producers and Production staff. Be creative in bringing ideas and inspiring the team.
- Develop workflow procedures to complete the project within allotted timelines and budget.
- Supervise day-to-day activities of CG Animators to ensure high animation quality and productivity.
- Assign responsibilities and schedule to animation staffs.
- With the team I have worked on projects for clients such as Hyundai, Toshiba, UNESCO, Mobily, Telenor, Dubai Chamber of Commerce, Dolphin Energy, RTA, HIPPA and many others.

3d Generalist (December 2005 - October 2007)
Studioart FZ LLC, Dubai, UAE

Entry level artist at first, but quickly learnt lighting, shading, compositing, camera match moving, and handle projects independently.

- Take ownership of vision and work through completion. Took care of shots from camera match moving to final output.
- Worked mainly with Maya, Mental Ray, Boujou and Combustion.
- Worked under Art director and Art lead to create assets, receive feedback, and iterate on work.
- Maintain a high level of quality while working within design constraints and balancing performance issues.

3d Artist(May 2004 - September 2005)
Vismayam, Trivandrum, India.

I started my career in Vismayam as a cg faculty and junior cg artist.

- 3D Modeling, Animation and Compositing.
- Develop training programs to improve skill sets of animation students.
- Training Softwares include Maya, Max, Combustion, Photoshop.

SKILLS	Modeling (intermediate)	|	Texturing (intermediate)
	Shading (advanced)	|	Lighting (advanced)
	Rendering (advanced)	|	Compositing (advanced)

PROGRAMS	Maya (advanced)	|	Arnold (advanced)
	3D Coat (basic)	|	Renderman (basic)
	Photoshop (advanced)	|	Nuke (advanced)
	Fusion (intermediate)	|	PFTrack (intermediate)
	Boujou (Advanced)	|	FumeFx (intermediate)

EDUCATION

3d Animation & Visual Effects (2003 – 2004)
Vismayam School of Animation (Kerala, India.)

- Completed 6 month course in Modeling, Shading, Texturing, Lighting, Compositing.
- Learned Softwares includes Maya, 3dsMax, Mental ray, Photoshop, Combustion.

Diploma in Computer Science (2000 – 2003)
Bangalore board of Technical Education (Karnataka, India.)

- Spent 3 Year learning Computer Architecture, Programming Languages, Electronics, Electrical and IT.
- C, C++, Java, Oracle, Visual Basic.

Pree Degree from Kerala University (1998 – 2000)
Bishop Moore College (Kerala, India)

- Completed 2 year Degree in Bachelor of Science.

References

The following references are available upon request:

- [Alaa Afifah](): Senior Animator at Cinesite , Montreal, Canada.
- [Fellip Beckman](): Build TD at Double Negative, Vancouver, Canada.
- [Ajdin Durakovic](): Senior Generalist / DOP at Grid-Vfx, Belgium.
- [Rohith](): Lead Modeller at Realimage Productions, Dubai, UAE.
- [Monik Bhat](): Founder and Creative Director at Pepper District Inc, Toronto,Canada.
- [Remi Bitawi](): Lighting artist at MPC, Montreal, Canada.

WEB LINKS

Demo Reel:

https://vimeo.com/269220643

Demo Reel Breakdown:
https://vimeo.com/268930356

Demo Reel Breakdown Document:

[Download]()