

Nitin Singh - Senior CG Generalist.

Melbourne, Australia

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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

Senior Environment Generalist at Iloura,

(Feb.06.2017 - Currently)

Melbourne

Projects:- Jumanji, game of thrones season 07.

- * Modeling and texturing full CG environment's.
- *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, Substance Painter.

Senior CG Generalist at Scanline VFX,

(Aug.17.2015 - Feb.03.2017)

Vancouver

Projects:- Independence Day.

- * Photorealistic Shading, lookDev and Lighting for Full CG shots.
- *Set Extension and CG environment's creation.
- *Texturing High res. photo-real maps for CG assets and environment's.
- *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 environment's.
- *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).
- * Digital Asset Management for different projects. (Python & SQLite)
- * 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 work flow for different projects in the pipeline.
- * 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, SQLite.*

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 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 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*,
(Feb.25.2011 - Aug.15.2013)

Toronto

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 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*,
(Oct.12.2010 - Feb.24.2011)

Toronto

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*

(Aug.2011 - Dec.2011)

Toronto

Vancouver Film School, *3D Animation & Visual Effects*

(Oct.2008 - Oct.2009)

Vancouver

Sikkim Manipal University, *BSc in Multimedia & Animation*

(Jan.2005 - June.2008)

New Delhi

Advance Maya, *1 year Diploma in Modeling & Texturing*

(Oct.2007 - Sept.2008)

New Delhi

3D Arena, *2.5 yrs Diploma in animation*

(Jan.2004 - July.2006)

New Delhi

SOFTWARE SKILLS

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

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.*

Foundry Katana - *Look dev of characters & environment's, shading, lighting, rendering.*

Vray 3.0, Arnold, Render man - *Lighting and Rendering.*

Autodesk Vred- *Automotive visualization and rendering.*

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

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

Photoscan - *Photogrammetric processing of digital images.*

Maxon BODY PAINT 3d - *Texturing.*

Operating system - *Linux, Mac, Windows.*

Foundry Mari - *Texturing and camera projection for set extensions and characters.*

Programing Languages - *Python, SQLite.*

Reference available on request.





ACADEMY OF TELEVISION
ARTS & SCIENCES

2012 - 2013 PRIMETIME EMMY AWARDS

HONORS

NITIN SINGH
Model And Texture Lead

FOR CONTRIBUTIONS TO THE EMMY AWARD
WINNING ACHIEVEMENT

OUTSTANDING SPECIAL VISUAL EFFECTS

GAME OF THRONES
"Valar Dohaeris"

HBO



Bruce Rosenblum
Chairman and CEO