

3D Generalist|Technical Artist

Dharmin Doshi

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Experiences

Riot Games
June 2017- Jan 2018
Technical Aritst
Rigging|Modeling|Cloth & Hair Sim|Tools
Compositing|Lighting

Riot Games
July 2015- Jun 2017
Associate Technical Aritst
Rigging|Modeling|Look Dev|Crowd Sim
Tools|Renderfarm|Crowd Sim|Lighting

Freelance
Aug 2014- Mar 2015
Creature TD
Dino Hunt
Rigging|Skinning

Gotta Barn Productions
Jan 2014- Mar 2015
CGI Supervisor|Pipeline TD
Aria for a Cow
Rigging|Lighting|Compositing|Shading
Tools|Troubleshooting|Clean up.

Freelance
Dec 2013- Jan 2015
Senior CG Lead|Technical Director
Advantageous
Rigging|Lighting|Compositing|Shading
Layout|Matchmove|Animation|Clean up.

Freelance
Oct 2014- April 2015
Lighting TD
Jalopy
Lighting|Shading|Compositing|Clean up

Freelance
June-Aug 2014
Composer
The Snake and The Fox

Polygon Entertainment
June - July 2014
3D Generalist Intern
Compositing|Rigging|Lighting|Shading

Freelance
Nov 2013
Composer
Theeb (Noor Pictures)
Compositing|Roto

2K Studios
March-Sept 2013
CG Animator
Borderlands: Tales from HQ

Freelance
June - Aug 2013
CG Animator|Rigger
Love Hurts

Skills

Rigging-Lighting-Compositing-Animation
Shading- Crowd Simulation- Cloth Simulation
Graphic Design-Photography- Texturing-
Python- MEL- Dynamics-Pipeline TD

Software Skills

Autodesk Maya
Autodesk Mudbox
Adobe Photoshop
Adobe After Effects
Adobe Premiere Pro
Adobe Illustrator
Nuke
Mental Ray|V-Ray|Arnold
ZBrush
QT Designer
Miarmy
Qualoth
XGen

Education

BFA in Animation and Visual Effects
Character and Creature TD
Academy of Art University (2015 Expected)

Awards & Honors

Outstanding Achievement Award
California Culture Society of India, Fresno
2011

Portfolio Grant Scholarship
Academy of Art University (2011)

Press Release

Animated Views
Great songs never die: how animation
students are bringing a fresh touch to
Aria for a Cow (June 18, 2014)