

Yogesh Sherman

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Objective

Seeking a position where an artistically and technically skilled and highly motivated CG Artist will contribute to successful productions

Summary of Qualifications

- Translating the director's artistic vision from concept art and style briefs into 3D lighting rigs
- Able to motivate and inspire others, creating an environment that maximizes productivity and quality of work.
- Ambitious, self starter, adept at moving into new territory and building on past experiences to quickly adapt to new tools, technologies.
- As a team leader capable of handling high pressure, high expectation situations with enthusiasm and confidence.

Professional Experience

12/2008-05/2009

nWave Digital

Belgium

Lighting Artist – Stereoscopic Movie “Around the world in 50 years “

- Creating and utilizing master light rigs for Background as well as Characters according to color keys, for assigned shot, worked with the Art Director, composers and CG Supervisors to maintain smooth flow of work.
- Managing all the Passes and creating special passes for the shots and producing a rough composite

09/2007-02/2008

Photon Vfx

Australia

Lighting Artist – Animated TV Series "Animalia"

- Created light rigs and fine-tuned the direct lighting, and shadows for each assigned shot while working with the Art Director and CG Supervisors.

04/2007-05/2007

Firefly creative studios

India

Lead Lighting Artist – Live action movie "Arundhiti"

- Light Matching with Live action footage
- Created light rigs and fine-tuned the direct lighting, and shadows for each assigned shot, working with the Art Director and CG Supervisors
- Managing all the Passes and producing rough composite

02/2007-03/2007

Phonethics

India

Project Head – Various short animated Films

- Worked with Creative Director, Concept Artists, Modelers, Texture artists and Animators from early concept stages to successful completion of the short
- Look Development for future shorts
- Ensured production deadlines were met
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09/2005-01/2006

Image Foundry

India

3d Visual Artist – Architectural Projects

- Worked as a senior modeler

04/2002-06/2005

Moving Picture Company

India

Lead Lighter and compositing Artist – Animated TV Series "Jungle Tales"

- Shading and lighting of complete scenes including hero characters and complex outdoor environments, as well as handling various render passes
- Providing templates, and light rigs
- Maintaining continuity and quality
- Also did some texture work in Photoshop, compositing in Digital Fusion and Facial Animation of Lead Characters

Academic Qualification

- Diploma in 3D Modeling and Animation from Pentasoft Technologies Ltd.
- Post Diploma in Industrial Engineering from Aryabhat Polytechnic with first Division with Distinction
- Diploma in Mechanical Engineering from Aryabhat Polytechnic with first Division
- Certificate course in Autocad R- 2000 from CADD Center
- (A Premier Auto Desk Training Center)

(YOGESH SHERMAN)