

Contact

+919535001254 (Mobile)
nimegold@gmail.com

www.linkedin.com/in/nimegold
(LinkedIn)
nimegold.artstation.com/ (Blog)
www.nimegold.com/ (Portfolio)

Top Skills

Texturing
Modeling
Grooming

Languages

Hindi
English
Tamil

Certifications

3D Content Creation for Virtual
Reality

Thangarasu s

Texturing/Look dev Supervisor/Fine Artist/Ex-Dreamworks/Ex-MR.X
Bengaluru, Karnataka, India

Summary

I have 20 years of experience in 3D, with a multifaceted skill set spanning modeling, texturing, shader look development, and fur. Highly proficient across all stages of the 3D pipeline, I excel in both technical precision and creative problem-solving. My Master of Fine Arts in painting adds a unique artistic dimension to my work, enabling me to merge fine art sensibilities with advanced technical workflows.

I am deeply focused on expanding my expertise in team building and management, with a passion for fostering growth and collaboration in creative teams. My goal is to lead and mentor teams, ensuring not only project success but also personal development for all team members. I am excited about future opportunities to expand teams and drive innovative, high-quality work.

Skills:

Leadership
Modeling
Texture/Surfacing/lookdev shader
Grooming

<https://www.nimegold.com/>

<https://nimegold.artstation.com/>

Experience

Saffronic

Creative supervisor_Texturing

February 2023 - August 2024 (1 year 7 months)

Chennai, Tamil Nadu, India

- Supervision and Leadership: Guide and mentor the texturing team to deliver high-quality textures.

- Pipeline Management: Establish and maintain efficient texturing workflows with the production team.
- Quality Control: Ensure textures meet artistic and technical standards for consistency and accuracy.
- Collaboration: Work with other departments to integrate textures smoothly into the production pipeline.
- Technical Oversight: Solve technical issues with texturing, UV mapping, and shader application.
- Scheduling and Resource Management: Manage schedules and resources to meet deadlines and stay on budget.
- Artistic Direction: Align textures with the project's visual style in collaboration with the Art Director.
- Training and Development: Provide training to enhance team skills and capabilities.

* Mary Margaret Road-Grader _ Trioscope Studios

* Trolls:CGT _ Dreamworks

* Kiwi Island

Freelance 3D Modeling/Texturing

Asset Supervisor

February 2019 - January 2023 (4 years)

Coimbatore, Tamil Nadu, India

working as a vendor/Asset Development(Modeling/Texturing/Shader look dev) for VFX and Animation studios, Handling Freelancer team and creative/technical development for 3D Assets

based on project requirements

Clients

1. 88 Pictures

* TrollHunters _ Character Texturing/Shader look development

* BUG THERAPY _ Character Texturing/Shader look development

2. zebu animation studios

* Lego Titans _ Character Modeling/BlendShape/Texturing

* Perfect gift _ Character Modeling/Texturing/Shader look development _

UNREAL ENGINE Project

* Diana _ Character Texturing

3. viskefi studios

* Baryonyx Walkeri looking around _ Trees

Mr. X

9 months

Show Asset Lead

July 2018 - January 2019 (7 months)

bangalore

Responsible for Asset Texturing and Modeling photogrammetry scanning workflow, department activities, look and development shaders, solving technical issues in texturing workflow.

*Scary Stories to Tell in the Dark _Future film_Vfx

*goosebumps 2 _Future film_Vfx

*Shazam _Future film_Vfx

*Monster hunters _Future film_Vfx

*Carnival Row _Net series_Vfx

Senior Asset Artist

May 2018 - January 2019 (9 months)

India

Base FX

Senior Surfacing/Groom Artist

September 2017 - December 2017 (4 months)

Xiamen, Fujian, China

Responsible for Character Texturing , Grooming , look and development shaders

*Wish Dragon_Animated Future film

DreamWorks Animation India Unit

Senior Surfacing Artist

March 2016 - January 2017 (11 months)

Bangalore

Worked as an Senior Surfacing Artist. Creating Surfacing for organic and inorganic models as per the project requirements, also handling the responsibilities in look and development shaders, fur creation and solving technical issues in texturing workflow.

* Boss baby_Animated Future film

KRU STUDIOS

Character Texturing Head of Department
January 2015 - February 2016 (1 year 2 months)
Malaysia

Responsible for Character Texturing pipeline and workflow, department activities, look and development shaders, Solving technical issues in texturing workflow

* Wheely_Animated Future film

DreamWorks Dedicated Unit, Bangalore
Senior Surfacing Artist
January 2011 - August 2014 (3 years 8 months)
Bangalore

Worked as an Senior Surfacing Artist. Creating Surfacing for organic and inorganic models as per the project requirements, also handling the responsibilities in look and development shaders, fur creation and solving technical issues in texturing workflow.

- * The Penguins of Madagascar _Animated Future film
- * How To Train Your Dragon2 _Animated Future film
- * Madagascar 3: Europe's Most Wanted _Animated Future film
- * Madly Madagascar _Animated Future film
- * Puss in Boots _Animated Future film
- * Puss in Boots The Three Diablos _DVD
- * The Pig Who Cried Wolf _DVD

Crest Animation Studios
Senior Character Texturing Artist
September 2007 - January 2011 (3 years 5 months)
Mumbai Area, India

Worked as an Senior Character Texturing Artist. Creating UV unwrap and texturing

for organic and inorganic models as per the project requirements, also handling the responsibilities in look and development shaders and fur creation, and solving technical issues in texturing workflow.

- * Norm of the North_Animated Future film
- * Alpha and Omega_Animated Future film
- * Barnyard _Net series

Tata Elxsi Ltd

Environment Texturing Artist

November 2006 - August 2007 (10 months)

Mumbai Area, India

Worked as an Environment Texturing Artist for Feature Films. Created both Realistic and Semi Realistic Handmade Texture.

- * Road side Romeo _Animated Future film
- * Himalaya (Masafi) Drinking Water _Advertisement

Ocher Studios Ltd

Texturing/Modeling Artist

March 2005 - October 2006 (1 year 8 months)

Chennai Area, India

Worked as an Character Texturing Artist, also worked in Environment Modeling, Texturing, Lighting and Rendering.

- * Sultan the Warrior _Animated future film
- * Om Ganesha _ Animated future film
- * Sivaji _future film_Vfx
- * Sakkara Katti _future film_Vfx

Government College of Fine Arts

Professor Of Art

June 2005 - February 2006 (9 months)

Chennai, Tamil Nadu, India

Worked as an Professor Of Art for third year BFA students , responsible for live demo of portrait still life landscape with color theory

AC pillai

Associate Art Director, Production Designer

March 2001 - January 2005 (3 years 11 months)

Worked as an Visualizer and Production Designer.; Worked as an Assistant Art Director for Mr. A.C Pillai (Art Director) for Production Design, Set Creation, Interiors and Environment for Tamil Feature

- * Paruthiveran
- * Aachariya

Education

government college of fine arts_University of Madras
Master of Fine Arts - MFA, Painting · (2003 - 2005)

government college of fine arts_ University of Madras
Bachelor of Fine Arts - BFA, Painting · (1999 - 2003)