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Top Skills

Texturing
Modeling
Grooming

Languages

Hindi
English
Tamil

Certifications

3D Content Creation for Virtual
Reality

Thangarasu s

Texturing/Lookdev Supervisor/MFA Painting/Ex-Dreamworks/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

Freelance

Asset Supervisor/Texture Look dev Supervisor
September 2024 - Present (2 years 1 month)
Chennai, Tamil Nadu, India

*Supervised asset development across modeling, texturing, and shader look development for various international VFX and animation studios.

*Managed a team of freelance artists, overseeing both creative direction and technical execution to meet project-specific requirements.

*Acted as the primary point of contact for client communication, quality control, and delivery of high-end 3D assets.

*Delivered assets tailored to a wide range of styles and pipelines, ensuring seamless integration into client workflows.

Saffronic

Creative supervisor_Texturing and lookdev

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.

* Duck _ Warner Bros. TV

* Mary Margaret Road-Grader _ Trioscope Studios

* Trolls:CGT _ Dreamworks Animation

* Kiwi Island

Freelance 3D Modeling/Texturing

Asset Supervisor

February 2019 - January 2023 (4 years)

Coimbatore, Tamil Nadu, India

*Supervised asset development across modeling, texturing, and shader look development for various international VFX and animation studios.

*Managed a team of freelance artists, overseeing both creative direction and technical execution to meet project-specific requirements.

*Acted as the primary point of contact for client communication, quality control, and delivery of high-end 3D assets.

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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

*Led asset development for both texturing and modeling, with a focus on photogrammetry scanning workflows for high-fidelity VFX assets.

*Oversaw department-level tasks, including look development shader creation and troubleshooting complex technical issues in the texturing pipeline.

*Collaborated cross-functionally with other departments to maintain visual consistency and technical accuracy across assets.

*Ensured asset delivery met both artistic and production requirements under tight schedules.

*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 - June 2018 (2 months)
India

Base FX
Senior Surfacing/Groom Artist
September 2017 - December 2017 (4 months)
Xiamen, Fujian, China

*Responsible for character texturing, grooming, and shader look development for Animated Future film .

*Developed visually rich surface details and fur/hair systems aligned with art direction and technical requirements.

*Wish Dragon_Animated Future film

DreamWorks Animation India Unit
Senior Surfacing Artist
March 2016 - January 2017 (11 months)
Bangalore

*Specialized in creating high-quality surfacing for both organic and hard-surface models, aligned with the artistic and technical needs of animated feature films.

*Contributed extensively to look development, including shader setup, texture painting, .

*Collaborated closely with modeling, lighting, and pipeline teams to ensure seamless integration of assets into production.

*Resolved technical challenges in texturing workflows, optimizing performance and consistency across multiple assets and sequences.

* Boss baby_Animated Future film

KRU STUDIOS

Character Texturing Head of Department

January 2015 - February 2016 (1 year 2 months)

Malaysia

*Led the Character Texturing department, overseeing pipeline development, workflow optimization, and team management.

*Developed and maintained high-quality character texturing standards across multiple productions.

*Designed and implemented efficient shader look development workflows tailored to project needs.

*Provided technical direction and solved complex issues within the texturing pipeline to ensure smooth production delivery.

*Collaborated closely with modeling, rigging, and lighting departments to ensure consistency and integration across all asset stages.

* Wheely_Animated Future film

DreamWorks Dedicated Unit, Bangalore

Senior Surfacing Artist

January 2011 - August 2014 (3 years 8 months)

Bangalore

*Specialized in creating high-quality surfacing for both organic and hard-surface models, aligned with the artistic and technical needs of animated feature films.

*Contributed extensively to look development, including shader setup, texture painting, and fur grooming.

*Collaborated closely with modeling, lighting, and pipeline teams to ensure seamless integration of assets into production.

*Resolved technical challenges in texturing workflows, optimizing performance and consistency across multiple assets and sequences.

- * 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

*Created UV layouts and textures for both organic and hard-surface models, ensuring high-quality and stylized asset development for animated productions.

*Responsible for look development, including shader creation .

*Actively contributed to solving technical challenges within the texturing pipeline to maintain production efficiency.

*Collaborated with modeling, rigging, and lighting teams to ensure assets were visually consistent and technically robust across departments.

- * 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 on feature film environments, specializing in the creation of realistic and semi-realistic hand-painted textures.

*Developed high-quality texture maps for diverse environment assets, ensuring consistency with the project's visual style and production requirements.

*Collaborated with modeling and lighting teams to ensure textures integrated seamlessly into final shots

* Road side Romeo _Animated Future film

* Himalaya (Masafi) Drinking Water _Advertisement

Ocher Studios Ltd

Texturing/Modeling Artist

March 2006 - October 2006 (8 months)

Greater Chennai Area

*Worked primarily as a Character Texturing Artist, creating detailed texture maps for stylized and realistic assets.

*Contributed to environment modeling and texturing for animated productions and visual content.

*Supported lighting and rendering tasks, ensuring assets were production-ready and visually cohesive.

*Participated in multiple stages of the asset creation pipeline, contributing both creatively and technically.

* 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

*Taught third-year Bachelor of Fine Arts (BFA) students, focusing on traditional techniques and foundational art principles.

*Conducted live demonstrations in portrait, still life, and landscape painting, emphasizing composition, observation, and execution.

*Delivered in-depth instruction on color theory and its application in representational art.

AC pillai

Associate Art Director, Production Designer

March 2001 - January 2005 (3 years 11 months)

*Worked as a Visualizer and Production Designer under renowned Art Director Mr. A.C. Pillai for Tamil feature films.

*Assisted in the conceptualization and execution of production design, including set creation, interior layouts, and environment design.

*Contributed to the visual storytelling by developing mood boards, design sketches, and supervising on-set installations.

*Collaborated closely with directors, cinematographers, and art departments to bring narrative worlds to life through visual design.

* Paruthiveran

* Aacharriya

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)