

PRATIK RATHOD

VFX Artist

+1 912 401 6815

pratik9003@gmail.com

<http://pratikrathod.com>

EXPERIENCE

2016 - present

Lafayette, CO

Freelancer

MULTIPLE CLIENTS

Currently developing 3D environments/dynamic scenes with lighting & compositing and producing aerial cinematography. I've been freelancing personal and paid projects with Denver/Boulder clients such as TDA_Boulder and Blue Canyon Technologies, working to execute their vision using Maya, Redshift, V-Ray, Renderman, Unreal Engine, Nuke, Modo, Mari, and the Adobe Suite.

2017 - 2018

Pawtucket, US

VFX Artist

HASBRO

I've been responsible for reconfiguring an entire VFX pipeline process using Unreal Engine, Foundry Ecosystem, and analytical judgment. I created VFX and live-action integrated shots for Marvel, StarWars, Nurf, and the My Little Pony toy line using Maya, Redshift, V-Ray, Unreal Engine, Nuke, Modo, Mari, the and Adobe Suite.

2017

California, US

Lighting and Compositing Artist

VFX LEGION

Responsible for lighting and texturing exterior scenes using Maya V-ray and Nuke.

2011 - 2013

Bangalore, India

Lighting and Compositing Artist

TECHNICOLOR

Created character/environment lighting, texturing & compositing on projects such as Fanboy and Chum Chum, Kung Fu Panda, Teenage Mutant Ninja Turtles, and Barbie using Maya, Mental Ray, and Nuke.

EDUCATION

2014 - 2017

Savannah, US

BFA in Visual Effects

SAVANNAH COLLEGE OF ART AND DESIGN (SCAD)

2009 - 2012

Bangalore, India

B.Sc in Animation

MANIPAL UNIVERSITY

2008 - 2009

Bangalore, India

Diploma in Animation Engineering (DAE)

ARENA ANIMATION - APTECH

SOFTWARES

- Autodesk Maya
- Nuke
- Adobe Suite

- Mental Ray
- Modo
- Motion Builder

- V-Ray
- Katana
- Unreal Engine

- RenderMan
- Mari
- Houdini

SKILLS

- Lighting and Shading
- Look development
- Motion Media

- Animation
- Compositing
- Cinematography

- Photography
- Interior/Exterior Design & Light
- Programming (Python, MEL & VEX)