

Amiy Shrivastava

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Lighting Lead

Objective

Seeking to enhance and explore creative and technical skills as Lighting Lead in the dynamic VFX sector, which can provide challenging assignments; strategically utilizing my existing skillsets while providing opportunities to amalgamate personal enrichment with professional goals leading to organizational growth.

Projects & Experience

Currently working as Lighting Lead with “Moving Pictures Company, Montreal”, from June 2017 till present.

Maleficent 2

Role – Lighting Lead/Supervisor

Responsibilities – Approving child shots to help supervisors to focus on the Key Shots. Do the quality check and make sure that the dailies are up to date. Giving creative feedback to the Artist to get the highest quality on the shots. Helping production to schedule the Sequences. Actively participating in production planning and resource management. Assigning shots to Artist according to the experience required.

Shazam

Role – Lighting Lead

Responsibilities – Approved child shots to help supervisors to focus on the Key Shots. Did the quality check and make sure that the dailies are up to date. Gave the creative feedback to the Artist to get the highest quality on the shots. Helped production to schedule the Sequences. Actively participated in production planning and resource management. Assigned shots to Artist according to the experience required.

Godzilla King of Monsters

Role – Senior Lighting Artist

Responsibilities – Did the look development of all the Character, FX and Character FX elements. Did the complex shots, mentored team in Creative and technical aspects. Build the workflow between the FX and lighting for the heavy destruction shots.

Justice League

Role – Senior Lighting Artist

Responsibilities – Sequence Setup and handle the complex shots and helping junior and Mid level Artists. Automation for the entire show.

Murder on Orient Express

Role – Senior Lighting Artist

Responsibilities – Sequence Setup and handle the complex shots and help junior and Mid level Artists. Automation for the entire show.

Jumanji 2**Role – Senior Lighting Artist**

Responsibilities – Sequence Setup and handle the complex shots and helping the junior and Mid level Artists. Automation for the entire show.

Arnold and Matte Process for Variation and separation.

Game Of Thrones S05 Ep 9**Role – Seq Lead**

Responsibilities – Created Master Light rig and adding option for changing the Time of day without changing the look. Created card Crowd pipeline in Nuke for creating Projected Crowd. Created workflow for Keying and cropping Crowd Motions shoot. Created Golaem workflow for rendering in Arnold and Matte Process for Variation and separation.

Marvel Experience Ride**Role – Seq Supervisor**

Responsibilities – Look development of assets. Sequence planning and execution. Troubleshooting. Sequence Workflow designing. Creating master light rigs for the sequences. In camera Lighting workflow designing. Pipeline to render 100 (700 cars) of objects in single go.

Hyundai Santa fe ad**Role – Lighting Lead**

Responsibilities – Look development of assets. Sequence planning and execution. Troubleshooting. Sequence Workflow designing.

pourquoi j'ai pas mangé mon père**Role – Lighting Workflow TD**

Responsibilities – Lighting Workflow design and development.

Disney Planes 2**Role – Lighting Lead**

Responsibilities – Look development of assets. Sequence planning and execution. Troubleshooting. Sequence Work flow designing. Creating master light rigs for the sequences. Developed RGB matte pipeline.

Disney Planes**Role - Lighting lead**

Responsibilities – Managed a team of 15 lighters. Maintained sequences allotted to the team, in both creative and technical aspects. Developed lighting work flow for Renderman. Wrote shaders viz. Customized Rim Shader, Water sheeting, After rain water puddle etc. Developed pipeline for stereo rendering and re- rendering of lighting files on Farm.

Foosball**Role - Lighting lead**

Responsibilities – Developed Arnold pipeline. Trained peers and leads in Arnold Lighting.

Disney Tinkerbell Series**Role - Lighting TD**

Responsibilities – Did maximum number of shots. Helped team member's in solving issues in Rendering. Did Shaders, hair and fur testing. Finalize the look of fur and hair.

Other Projects

Role - Lighting Artist

Projects: Space Chimps, Zhu Zhu Pets, Zhu Zhu Pets2, Unstable Fables 2 and 3. Small Test Projects.

Responsibilities – Did shots. Helped team member's in Troubleshooting.

Education

Academic Qualification: 1. Bachelor of Science Computer Application
2. Bachelor of Legislative Law

Professional Qualification: C3D2 Course from Maya Academy Of Advance
Cinematic, Education Mumbai

Technical Skills

3D Software

Autodesk Maya
Autodesk
Voodoo
Katana

Render Technologies

Arnold
Pixar's Photorealistic Render Man
Vray

Compositing

The Foundry Nuke
Adobe After Effects

Graphics

Adobe Photoshop

Languages Known : C, C++, V.B, Maya Embedded language, Python, Maya API,
RenderMan Shading Language, Arnold Shaders, Scripted Plug ins and others.

Operating Systems: Windows, Linux cent OS, MAC OSX 10.9

INTERESTS: Photography, Table tennis.

LANGUAGES KNOWN: English, Hindi.

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