

# RACHIT RAVAL

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CG: <https://vimeo.com/321622544>

VFX: <https://vimeo.com/71235424>

## SKILLS

Camera Projection, Photorealistic Integration, Rotoscoping, Keying, Matte Painting, 2D/3D Camera Tracking, Lighting, Rendering, Animation, 3D Modeling, Graphic Designing

## PROGRAMS

Nuke, After Effects, Maya, PFTrack, Harmony, Photoshop, V-Ray, Redshift, MEL, Python, ZBrush

## EDUCATION

Post Graduate Certificate in Visual Effects

Seneca College of Applied Arts and Technology | Toronto | 2012 - 13

Advanced Animation Effects Professional

Animaster Academy | 2005

## EXPERIENCE

### **Sr. Lighter/Compositor | Jam Filled | Toronto | May'19 – Present**

- Creating clean, efficient keys that are easy to propagate
- Light assigned quota of production shots based on established key shots as well as creative direction from Lighting Supervisor and VFX Supervisor

### **Sr. Lighter/Compositor | Guru Studio | Toronto | May'15 – May'19**

- To collaborate within a team environment focussing on the lighting and compositing of shots during visual development, pre-production, and production while meeting the highest of quality, aesthetically and technically, on the studio's CG Productions
- Generating clean, efficient and logical comp structures that are easy to understand and adjust
- Creating macros/gizmos to automate repetitive tasks, and improve creative workflow

### **Digital Artist | IMAX Corporation | Toronto | Mar'14 – May'15**

- Performed tasks such as colour correction, matte extraction, paint fixes by using proprietary/commercial platforms
- Performed Quality-Control of imagery on IMAX proprietary playback platform
- Followed directions from producers, production manager and senior artists, while able to make good decisions to maintain high image quality standards

### **Lighter/Compositor | Soho VFX | Toronto | Aug'13 – Mar'14**

- To light and composite shots for feature film production as well as other projects in development per established guidelines and timelines
- Integrated photoreal CG into live action plates and/or full 3D environments
- Executed tasks such as tracking, matte extraction, colour correction, paint fixes, roto and assembly of live action and 3D elements

### **Sr. Display Artist | Trader Corporation | Mississauga | Jan'11 – July'13**

- Maintained customer's layouts and designing layout templates for Advertising
- Co-ordinated publication design details with sales representatives

### **Sr. Graphic Designer | George Media Inc. | Mississauga | Mar'09 – Oct'09**

- Collaborated with art director, editorial team and sales executives to develop, design and produce high quality ads for multiple regional and international clients
- Designed and produced materials for a variety of media, including print, video and web