SANGRAM

BARGE

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sangram-barge-0221381b1 in

BODY TRACKING & CAMERA TRACKING.

OBJECTIVE

My objective is to contribute my utmost dedication and skills to an organization, embracing new challenges with a problem-solving mindset, even in difficult situations. I am always eager to learn and grow, continuously seeking to develop new abilities, and I am committed to giving my full effort and dedication to my work.

EDUCATION

BA 3rd YEAR | Yashwantrao Chavan Maharashtra Open University.

2021 - Present

DIPLOMA | DIPLOMA IN CHARACTER ANIMATION, INFINITY ANIMATION INSTITUTE, SATARA.

2018 - 2019

HSC | JUNIOR COLLEGE OF ART, COMMERCE SCIENCE, RAHIMATPUR.

2017 - 2018

SSC | SARSWATI VIDYALAYA KOREGAON.

2015 - 2016

EXPERIENCE

BODY TRACKING & CAMERA TRACKING ARTIST | COMPANY3 METHOD | PUNE 14/09/2022 - Present.

- Worked at Company 3 as a mid-level Body Tracking and Camera Tracking artist.
- Specialized in camera tracking through advanced personal training.
- Expertise in seamlessly integrating body movements and camera motion for realistic visual effects.
- Contributed to projects requiring precise tracking and alignment of 3D elements in live-action footage.

BODY TRACKING TD | DNEG | Mumbai

14/02/2022 - 10/09/2022

- Matchmove Department experience: Live-action footage integration with 3D characters.
- Skilled in camera tracking and production shot Matchmove.
- Proficient in 3D Equalizer and basics of Nuke.
- Effective team collaboration and also worked in shotgun.

BODY & CAMERA TRACKING | Bubble Creations Digital Pvt.Ltd | Pune

12/08/2019 - 13/02/2022

- Matchmove Department experience: Matched live-action footage with 3D characters in 3D space, worked on production shots, and camera tracking.
- Achievements: Learned 3D Equalizer, basics of Nuke, and honed teamwork skills.

SKILLS

Autodesk Maya
Autodesk 3DS Max
Adobe illustrator
Adobe Photoshop

Adobe After Effects Adobe InDesign Nuke 3D Equalizer

ACTIVITIES

During the lockdown, I worked on my profile, including projects like transformation animation and advanced acting. I participated in the 11SecClub online competition, demonstrating my animation skills. I also created vector arts in Illustrator.