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Software-skills

When starting with a new software the Documentation helps a lot and then multiple hit & trials in the coming days which gives a good understanding of tools. Then move on to read extended articles and magazines on the same subject.

I personally find this a better way to learn software than watching tutorials for next 15 hours.

This helps me find little bugs, workarounds and gives a good understanding. On top of everything this way of working is less tiring.

Work

I want to work on visualization side of things. Can handle graphics entirely by myself.

Personal projects have become quiet necessary over time. I follow artists and their workflows to keep up with the world's pace while developing my own.

For animation and photorealistic renderings, it's good to take a walk out of the building and see surroundings which is a necessity to understand metals, rust, algae, rain and natural wear & tear.

Very attracted to print side of things, as seeing the final result on a hand-crafted paper in jet black ink, holding it in hands is a feeling in itself.

Its fun to talk about simplest of the differences between blur & depth-of field, CMYK/RGB, Bit-rate, file compressions from people around the corner, and always happy to improve my definitions.

Ankit Tiwari

Graphics

I read about animation, typeface and design. People like Paul Rand, Neil Blevins and Loish are an inspiration.

HTML / CSS / Git..... Front-end / VCS

Sketch / Invision..... Prototyping

3ds Max..... General 3D

Realflow..... Fluid simulations

World Machine..... Terrains

FCP / Premiere..... Video Editing

Photoshop..... Image processing

Unity3D..... Interactivity

V-ray..... Rendering

Commissioned

I like giving ideas *a form that lasts*. These are projects that come across from friends.

Visual Designer - Reverie Language Technologies

Jan 2016 - Present

Worked with the marketing team to produce artworks for our products, Events, Social media. Designed a book with one of the co-founders (Chief Typeface Designer) on Multilingual Indic fonts presented at the 40th UNICODE conference. Improved the look of case-studies/whitepapers to make it presentable & edited event videos. So almost all of my work was directly customer facing.

3D Artist - Thinqbot Technologies

Nov 2014 - Jan 2016

Was among the core team that made low cost Home-Automation systems. As the only CGartist in the team of 8, i owned the graphics. Our flagship product was an app which had an actual 3D representation of the house, built on top of a game engine. Since the look of every house was generic in its form but the details and colors was where we differentiated between rooms easily, so the whole app design was scalable.

Usually home automation apps are list based. Ours was like your house fit into an app. From same appliance positions to same bedsheet textures as your real house. I designed that app.

Book - The Living Labyrinth (Tim Poston & Ian Stewart)

The authors needed landscapes for their fiction world. Worked very closely with Tim. I made customised terrains for the book which would help explain the authors vision of a world very different from our current one. The terrain maps were made using displacement maps which i created for every continent.

The book is available on Amazon under the name The Living Labyrinth