

J A I S G E O R G E

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UNITED STATES

USC Entertainment Technology Center	3D and GenAI Technical Artist	2025 - Current
+ On live-action and AI short film Pathways. Created procedural 3D environments and tools, delivered 3D renders for AI restyling, produced AI image and video assets. Blender, ComfyUI, Lightcraft Jetset, Beeble, FLUX, QWEN, Nano Banana, Kling, Marey, Mago etc., ShotGrid		
Haymaker VFX	3D and GenAI Technical Artist	2025
+ Handled all 3D shot design and animations, generated AI image and video assets, and upscaled videos for an AI spot. Blender, ComfyUI, Invoke, Astra, QWEN, FLUX, WAN, Nano Banana, other API AI tools		
Virtual Production Institute, Texas A&M	VP Teaching Assistant	2024 - Current
+ Teaching Assistant for Summer Industry Course at Stray Vista Studios, Austin. Three student short films. Instructed and prepared the students for live-action productions, assisted VAD and previz in Unreal Engine.		
+ On-set instructor for VIST 327: Virtual Cinematography and Lighting. Assisted three student short films.		
+ Lab instructor for VIST 289: Computing For Visualization II - Python, Houdini, Processing		
Texas A&M Viz Lab	Technical Artist - Projection Designer	2025
+ Set up mocap workflows, developed interactive visuals and processed mocap data into 3D prints for a live dance performance. Touchdesigner, HTC VIVE, Rokoko, Blender, Unreal Engine, Houdini, Python.		
Virtual Production Institute, Texas A&M	Documentary Filmmaker	2024
+ End-to-end documentary production. Handled all aspects for over 61 hours of footage and 30 interviews.		

INDIA

Silver Bay Studios	Feature Asst. Director, 2nd AC, Previz Editor	2023
+ Worked across departments of a feature film, focusing on production design across five time periods. Managed clapboard, edit report, and DIT, edited previz, assisted script development and scheduling.		
Krishand Films	Feature Story Artist, Asst. Director (Pre)	2022
+ Drafted storyboards working with National film award-winning director, assisted in production design, and played minor roles in production of a feature film.		
Cochin Carnival 2022	Creative Director	2022
+ Led design for the renowned New Year festival in Kochi, India, including a 3D animated video, event mascot and designing the iconic 65-foot Papanji effigy burnt at midnight for a live-audience of 500,000.		
CEFSI Aero-Hydodynamics Lab	Engineer-Researcher	2020 - 2022
+ Research on compliant structure design for UAV applications. MATLAB scripting, prototyping, and testing.		

ComfyUI | Invoke | Unreal Engine | Blender | Houdini | Maya | Substance Suite | TouchDesigner | Blueprints | VEX | Geometry Nodes | Python | C++ | ICVFX Production and Operation | Compositing | Motion Capture | DaVinci Resolve | Adobe Suite | ShotGrid | Live-action production | Storyboarding | Production Design

EDUCATION

Texas A&M University	MS in Visualization	2024 - Current
+ SONY Electronics Scholarship 2025, Viz-A-GoGo 2025 Best Body of Work Scholarship, and others.		
+ Generative AI, Virtual Production, Interactive media, Mocap, 3D, Live-action production, Theater		
Rajagiri School of Engineering and Technology	BTech in Mechanical Engineering	2016 - 2020
+ Led winning team in Indian Space Research Organization Lander Mission Design Contest 2018.		
+ Top Engineering admit, Full-tuition scholar, President of graphics and video club, Short films, Installations.		