

JAIS GEORGE

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UNITED STATES

Haymaker VFX	3D and Gen AI Artist	2025 - Current
+ Set up 3D-AI pipeline, 3D shot design and rendering, AI image and video asset generation, AI upscale Blender, ComfyUI, Nano-Banana, Topaz Labs tools, Other AI tools, Frame.io		
USC Entertainment Technology Center	3D and Gen AI Artist	2025
+ 3D environment creation, 3D-AI pipeline, AI image and video asset generation Blender, ComfyUI, other AI tools, Shot Grid, Jet Set, Beeble		
Waco Mammoth National Monument	Technical Artist	2025
+ Set up mocap workflows, developed interactive live visuals and post-processed mocap data into 3D prints Touchdesigner, Blender, Houdini, Python		
Texas A&M x Stray Vista Studios	ICVFX Teaching Assistant	2024
+ Assisted 3 student teams in producing short films primarily utilising ICVFX and Unreal Engine.		
A&M Virtual Production Institute	Documentary Filmmaker	2024
+ Fully responsible for the production of Virtual Production Summer Industry Course 2024 Documentary. Lit, shot and edited over 61 hours of footage, prepared and conducted 30 interviews.		
Texas A&M University	Graduate Teaching Assistant	2024
+ On-set instructor for VIST 327: Virtual Cinematography and Lighting. + Lab instructor for VIST 289: Computing For Visualization II - Python, Houdini, Processing		

INDIA

Silver Bay Studios	Assistant Director, Previz Editor	2023
+ On the feature film Sureshanteyum Sumalathayudeyum Hridayahariyaya Pranayakadha, 2024		
Krishand Films	Story Artist, Assistant Director	2022
+ On the feature film Purushapretham, 2023		
Cochin Carnival 2022	Creative Director	2022
+ I led the design for the New Year festival in Kochi, India, including a 3D animated video, the event mascot and designing the iconic 65-foot Papanji effigy burnt at midnight for a live-acudience of 500,000.		
CEFSI Aero-Hydodynamics Lab	Engineer-Researcher	2020 - 2022
+ Research on designing compliant structures for unmanned aerial vehicle applications. MATLAB scripting, prototyping, and testing.		

ComfyUI etc. | Blender | Unreal Engine | Houdini | Maya | Substance Suite | TouchDesigner | VEX | Blueprint | Geometry Nodes | Python | C++ | ICVFX Production and Operation | Compositing | Motion Capture | DaVinci Resolve | Filmmaking | Storyboarding and Visual development

EDUCATION

Texas A&M University	MS in Visualization	2024 - Current
+ Best Body of Work Scholarship, SONY Student Success Scholarship, College of PVFA Scholarship.		
Rajagiri School of Engineering and Technology, Kochi	BTech in Mechanical Engineering	2016 - 2020
+ Top Engineering admit, Full-tuition scholar, Winner of Indian Space Research Organization Lander Mission Design Contest.		