

Summary

Senior Lighting TD with 9+ years of experience delivering final-pixel lighting for feature film and episodic productions across high-end VFX pipelines. Proven track record owning shot and sequence lighting on major international projects, working closely with supervisors and cross-department teams in distributed production environments. Strong expertise in physically based lighting, look development, and cinematic visual continuity, with the ability to balance creative intent and technical constraints to meet tight delivery schedules reliably.

Experience

DNEG (Double Negative)

June 2022 – Present

Senior Lighting TD

Bengaluru, India

- Owned final-pixel lighting delivery for shots and sequences on high-end feature film and episodic VFX productions, ensuring visual continuity and adherence to creative direction.
- Executed physically based, cinematic lighting using real-world references, maintaining consistency across complex multi-shot sequences.
- Collaborated closely with lighting supervisors, CG, FX, and compositing teams within distributed production environments to meet strict quality and delivery timelines.
- Diagnosed and resolved lighting, rendering, and pipeline issues across offline rendering workflows, ensuring production-ready output under deadline pressure.
- Contributed to real-time and Unreal Engine based productions as a secondary specialization, supporting lighting setup, optimization, and cinematic output when required by production.

TECHNICOLOR GAMES

Mar 2020 – Jun 2022

Senior Lighting Artist

Bengaluru, India

- Led lighting for real-time environments and in-engine cinematics, delivering cinematic-quality visuals aligned with narrative and artistic direction.
- Owned lighting setups across static and dynamic scenarios, balancing visual fidelity, performance constraints, and technical requirements.
- Collaborated closely with environment artists, technical teams, and production to maintain visual consistency and meet delivery milestones.
- Supported cinematic workflows using Unreal Engine sequencing and camera systems to achieve film-style lighting and composition within real-time pipelines.

TECHNICOLOR

Dec 2018 – Feb 2020

Lighting & Compositing Artist

Bengaluru, India

- Delivered lighting and compositing work on multiple animated feature films and episodic series within high-volume production pipelines.
- Executed physically based lighting and shot finishing using Maya and Nuke, maintaining visual consistency and continuity across assigned sequences.
- Worked closely with leads and supervisors to implement creative notes and meet tight production schedules.
- Supported cross-department workflows, ensuring smooth handoff between lighting, compositing, and downstream delivery stages.

Halo Media Works

Jan 2018 – Nov 2018

Lighting Artist

Mumbai, India

- Owned lighting and shading delivery for CG shots, working as the sole lighting artist across assigned projects.
- Designed and executed production-ready lighting setups while collaborating directly with the creative team to achieve intended visual outcomes.
- Identified and resolved technical issues, contributing to improved pipeline stability and smoother shot delivery.

After Studio

Aug 2016 – Dec 2017

Lighting & Compositing Artist

Mumbai, India

- Delivered lighting and compositing for VFX shots integrated with live-action plates, ensuring visual consistency and believable realism.
- Applied foundational lighting principles to enhance depth, mood, and shot continuity under production timelines.
- Worked closely with senior artists and supervisors to implement creative feedback and meet delivery expectations.

Maya Digital Studio

Aug 2015 – Jul 2016

Junior Lighting Artist

Mumbai, India

- Supported lighting production for CG shots under the guidance of senior artists, contributing to final shot delivery across multiple projects.
- Executed lighting tasks following established visual and technical standards, gaining hands-on experience in production pipelines and quality requirements.
- Implemented feedback from leads and supervisors to refine lighting setups and meet delivery expectations.

Skills

Core Expertise

- Final-Pixel Shot & Sequence Lighting
- Cinematic Lighting & Look Development
- Physically Based Rendering (PBR)
- Visual Continuity & Color Management
- Feature Film & Episodic Pipelines

Lighting Techniques

- Global Illumination
- Volumetric & Atmospheric Lighting
- Dynamic & Static Lighting
- HDR & Real-World Reference Matching

Rendering & Optimization

- Offline Rendering Workflows
- Lighting & Render Troubleshooting
- Performance-Aware Lighting (Real-Time)

Tools & Software

- Autodesk Maya
- Houdini
- Nuke
- Unreal Engine
- Sequencer
- Movie Render Queue

Projects

Feature Film & Episodic Credits (Live-Action VFX)	Live-Action Feature Films (India)
<ul style="list-style-type: none">Dune: Part TwoFuriosa: A Mad Max SagaFast XShazam! Fury of the GodsThe Meg 2: The TrenchMasters of the AirCoyote vs. AcmeThe Eternaut	<ul style="list-style-type: none">Kalki 2898 ADBaahubali 2FighterSpyderMachineThamma

Animated Feature Films & Series	Games (Secondary Experience)
<ul style="list-style-type: none">Motu Patlu: King of the KingsMira, Royal DetectiveThe Chicken SquadMinnie’s Bow-ToonsChacha BhatijaMotu PatluSherazade: The Untold Story	<ul style="list-style-type: none">Mass Effect (Remastered)FIFA

Commercials

- Aqualite Slippers
- Garnier
- Elle 18 Eye Drama Kajal
- Pantene

Awards

Star Performer Award

September 2019

Technicolor

Certifications

Prompt Engineering for Everyone

February 2025

Cognitive Class

Education

IGNOU	2020 – 2022
Organizational & Industrial Psychology	Master’s Degree
MAAC (Affiliated with IGNOU)	2012 – 2015
3D Animation & Visual Effects	
St. Columbus College	2007 – 2009
Science	Higher Secondary

Languages

English

Hindi

Bengali