

# Ash Birlangi

## 3D Artist

ashbirlangi.com

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### ABOUT ME

- Looking for a Junior-Level position as a 3D artist or 3D Environment Artist.
- Hoping to eventually move into a generalist role.
- Willing to relocate nationwide.

### SOFTWARE PROFICIENCY



### SKILLS

- Exceptional drawing ability
- Strong sense of composition and layout
- Comprehensive knowledge of 3D modeling in Maya
- Extensive experience with texturing in Mari and Photoshop.
- Coherent Understanding of sculpting in Zbrush
- Experience with creating PBR materials.
- Attentive of new technologies and time-saving techniques.
- Adaptable to new styles
- Excellent communicator.
- Persistent in the development of new skills and learning new software.



## EXPERIENCE

### DIGITAL ASSET INTERN

Lucasfilm Animation

October 2018-April 2019

- Responsible for cleaning up models and making rigs for previs which included Characters, Props, Vehicles and Sets.
- Organized a process to convert old assets to be ready to render in Arnold.
- Explored and experimented methods to speed up rigging process for previs.
- Tested out multiple lighting rigs in Arnold for proper turn-arounds

### PIXAR MENTORSHIP PROGRAM

- A competitive program in which a mentor chooses a student to help improve their work.
- Met weekly with mentor for critique on projects
- Learned better modeling to texturing workflow
- Improved skill for shading and texturing
- Refined quality to professional standards



## PERSONAL PROJECTS

### CENOTE

- Project was designed from concept to final render
- Purpose: to make a natural cave setting that shows signs of an ancient civilization
- All assets are modeled and uv'd in Maya and textured in Photoshop and Mari.
- All rock assets use Normal and Displacement maps to achieve a wet stone look.
- Atmospheric lighting is used to achieve god rays from the top of the cave.

### 3 SEASONS DIORAMA

- Purpose: To learn Substance Designer and create several distinct environment dioramas.
- All 3 diorama floors are created in Substance Designer and use Displacement and Normal maps.
- Trees, ferns and the animal bones are painted in substance painter, they use Displacement and Normal maps.
- Final renders were done in Arnold.

### STILL LIFE

- Purpose: to replicate an photorealistic still life
- The bread, fruit and table cloth materials use Normal and Displacement maps created in photoshop.
- The tablecloth lace pattern is achieved with a combination of Normal map for the stitches and alpha maps for the holes.
- Final renders were done in Arnold.



## EDUCATION

BACHELOR OF APPLIED SCIENCE, ANIMATION AND VISUAL EFFECTS

SAE Expression College, Emeryville, California

August 2018