

Bengaluru, KA, India  
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# Yash Srivastava

## Technical Artist

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in/qvesera  
portfolio

### PERSONAL SUMMARY

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- Technical Artist with 5 years of experience in **creating efficient production pipelines** and **custom tools** for animation.
- Proficient in **Python, Blueprints, and MEL scripting** with extensive experience in **developing advanced shading and rendering techniques**.
- **Passionate about solving complex problems** and enhancing collaboration between artistic and technical teams.

### SKILLS

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- **Programming Languages:** Python, Blueprints, MEL Scripting, C++
- **DCC Tools:** Unreal Engine 5, Autodesk Maya, Blender, Nuke, Katana, Houdini, Adobe Suite, Substance Painter
- **Render Engines:** Arnold, V-Ray, Redshift, Octane, KeyShot
- **Technical Skills:** Scripting and Automation, Pipeline Development, Shader Creation and Optimization, Rigging, Rendering and Compositing Optimization

### AWARDS

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- **Star Performer (Mikros Animation)** Recognized for consistent performance and diligence on work towards *Kung Fu Panda: The Dragon Knight (2023)* and *Orion and the Dark (2024)*.  
Jan 2023

### EMPLOYMENT

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Technical Artist	Technicolor Group	Oct 2022 – Present
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Bengaluru, KA

- **Planned and implemented the first real-time rendering pipeline at the studio**, reducing rendering times by 80% and enhancing visual fidelity, increasing production efficiency by 25%.
- **Developed a robust USD pipeline**, improving artist collaboration efficiency by 50% and accelerating project timelines by 25%.
- Conceptualized and successfully **deployed two real-time 3D animation pipelines** from the ground up in Unreal Engine 5, which improved workflow efficiency and reduced production time.
- Introduced and integrated **Subversion**, substantially reducing retake times, enhancing workflow agility, and decreasing production errors.
- Developed and implemented **automated QC tools for Unreal Engine 5** using **Blueprints and Python**, resulting in increase in productivity by streamlining and automating repetitive tasks and reducing asset retakes related to file optimizations.

CG Generalist	Lunatic Koncepts	Dec 2020 – Sep 2022
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Pune, MH

- **Managed end-to-end production** of animated videos and 3D motion graphics, delivering over 15 high-quality projects for clients like **Coca Cola, Rolls Royce, and UNICEF**.
- **Produced 3D advertisements** that boosted client engagement by 30%, leveraging expertise in CGI and visual storytelling.

- Used **Cinema 4D, Blender, and Autodesk Maya**, to create and animate over 50 3D assets, using render engines such as **Octane, Arnold, Redshift, and KeyShot**, optimizing workflows and achieving project objectives.

## PROJECTS

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- **Polar Rescue Team (2024)** (View Project)
  - Spearheaded the development of the **studio's first Unreal Engine pipeline** from inception.
  - Developed **custom tools and plugins** tailored to our specific needs, including an asset import tool that automated the process of bringing 3D models and textures into Unreal Engine, significantly reducing manual input and errors.
  - Implemented a **version control system** that ensured all assets were tracked and organized, minimizing the risk of conflicts during production.  
**Unreal Engine 5, Maya, Blueprints, Python, C++, Subversion, ShotGrid**
- **In-production TV Show for Disney**
  - Successfully integrated **Unreal Engine** into our existing production pipeline with minimal disruption to ongoing workflows.
  - Conducted a thorough analysis of the current pipeline, identifying key areas where Unreal Engine could **enhance efficiency without compromising functionality** and developed a phased integration plan that allowed for incremental adoption of Unreal Engine.
  - Created **custom tools and scripts** that seamlessly bridged our existing systems with Unreal Engine, ensuring that artists could continue working with familiar processes.
  - **Facilitated training sessions** and provided comprehensive **documentation** to support the team in adapting to the new tools.  
**Unreal Engine 5, Maya, Blueprints, Python, C++, Subversion, ShotGrid**
- **Orion and the Dark (2024)** (View Project)
  - **Optimized massive sets for rendering**. effectively reducing single-frame render time to under 10 minutes from over 9 hours.
  - **Developed tools** to assist in QC and debugging of heavy Maya files, using Python to generate a log report.  
**Autodesk Maya, V-Ray, Python, MEL, ShotGrid**
- **Kung Fu Panda: The Dragon Knight (2023)** (View Project)
  - **Optimized fx simulation rigs** to real-time playback for animators to place correctly while animating to reduce retakes by over 75%.  
**Autodesk Maya, V-Ray, ShotGrid**
- **Rugrats (2022)** (View Project)
  - **Optimized foliage** on heavy sets to reduce render times.
  - Fixed pipeline issues related to asset ingestion from client.  
**Autodesk Maya, Redshift, MEL, ShotGrid**

## EDUCATION

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Valenciennes, France

Supinfocom Rubika

- **Bachelor Européen En Art in Spécialisation Film d'Animation.**