



# BIDISHA DASTIDER

## Senior CGI & VFX Lighting and Rendering Artist

### CONTACT ME AT

📍 55, New Road, Khudiram  
Sarani, PS Nimta, DIST NORTH  
24 PGS, WB 700051

✉ bidisha.dastider@gmail.com

💻 <https://bidishadastider.wixsite.com/website>

🌐 <https://www.linkedin.com/in/bidisha-dastider-91236517/>

☎ +918697029010

### EDUCATION

🎓 WEBEL DQE ANIMATION ACADEMY  
Diploma in 2D & 3D Animation  
◦ Specialization in Lighting

🎓 Calcutta University, India  
Bachelor's Degree in Commerce  
◦ Second Upper Division Degree Qualification

### SOFTWARE SKILL

📖 Clarisse  
📖 Houdini  
📖 Renderman

- Arnold
- Maya | Mental Ray
- Boss Ocean Simulation
- V-Ray
- Max

📖 Katana  
📖 Nuke  
📖 After Effect  
📖 Photoshop

### AWARDS RECEIVED

★ Featured Artwork on  
CGSOCIETY, October 2018

### PROFESSIONAL PROFILE

- Senior VFX & CGI Lighting and Rendering Artist
- Look Development Artist
- Compositor
- Lighting Technical Troubleshooter

### EMPLOYMENT

#### ● DNEG REDEFINE VFX AND ANIMATION | 2021- PRESENT SENIOR LIGHTING, RENDERING VFX AND CGI ARTIST

- Master Shot creating, HDRI cleanup & scan base lighting for the master for VFX master shot
- Master shot Lighting Set up for Character & Env for CG projects
- Scene base shot lighting for VFX & CG project.
- Nuke Pre comp for shots.
- Handling technical errors in shot.
- Child Shot Lighting.
- Sequence of master shot handling in VFX & CGI
- Lighting & pre comp related technical Troubles
- Solving lighting & comp related issue in team member's file

#### ● LES COPAQUE PRODUCTION (MALAYSIA) | 2017 - 2020 LEAD LIGHTING, LOOK DEV, RENDERING AND OCEAN SIMULATION ARTIST

- Create new Ocean Simulation and preparing design resources for development
- Management of a complex personal task list and help manage the task list of other artists
- Working closely with Art Director for finalised the Look Development
- Create Ocean, Waterfall Simulations for the Movie project
- Development of tools that optimized the production work
- Leading the team
- Solving Lighting technical Troubles

#### ● SILVERANT POLYGON PICTURE JAPAN (MALAYSIA) | 2014 - 2015 SENIOR LIGHTING, RENDERING AND COMPOSITING ARTIST

- Working with Team Leads to create Master Light Rig for Characters and Background
- Finding and dealing with technical issues
- Tackling runtime rendering performance
- Manage to complete personal daily shot base Lighting
- Manage to complete the task in Compositing as pre comp
- Solve out the technical problem of other artists and check their files

## SKILLS

- Highly organised with first-class time/project management skills
- Good knowledge in known Softwares
- Ability to stay calm under pressure
- Ability to remain calm and confident in a fast-paced environment
- Ability to work within a team towards a common goal
- Proven ability to prioritise conflicting tasks
- Excellent written and verbal communication skills

## LANGUAGE SKILL

- English
- Hindi
- Bengali
- Nepali
- Punjabi
- Spanish (Basic Level)

## HOBBIES

- Photography
- Travelling
- Book Reading
- Dancing

### ● PRIME FOCUS WORLD (INDIA) | 2012 - 2014

SENIOR LIGHTING, ARTIST

- Working with Team Leads to create Master Light Rig for Characters and Background
- Working closely with Art Directors and Texturing & Shading department artists for finalising and Look Development of Master Shots
- Checking on Look Development work
- Tackling runtime rendering performance
- Manage to complete personal daily shot base lighting with Pre Comp
- Manage to handle the complex shots and Troubleshooting
- Solve out the issues in Junior artist's file

### ● SPARKY ANIMATION STUDIO (SINGAPORE) | 2011 - 2012

SENIOR LIGHTING, RENDERING AND COMPOSITING ARTIST

- Working closely with Art Directors and Team Leads to Creating the Look Development and Master Light Rig for the Character and Background
- Working for look development on Character Fur Lighting
- Manage to complete personal task daily shots lighting with Pre Comp
- Dealing with Technical issues

### ● CREST ANIMATION STUDIO (INDIA) | 2009 - 2011

SENIOR LIGHTING, ARTIST

- Create Master Light Rig for Character and Background.
- Working closely with Supervisor and Compositing Artists for look development in Fur Character Master Shots
- Manage to complete daily personal task Background Shot Lighting and Pre Comp

### ● TATA ELXSI LIMITED (INDIA) | 2007 - 2009

● UTV SOFTWARE COMMUNICATION (INDIA) | 2006 - 2007  
LIGHTING, ARTIST

- Create Master Light Rig For Character and Background
- Working and gathering knowledge in FUR Character LIGHTING in RENDERMAN.
- Managing personal task in daily base project's Shot Lighting and Pre Comp.

## MOVIES AND SERIES

### VFX & ANIMATION PROJECTS

- THE FLASH (Movie)
- CITADEL (Series)
- MASTER OF THE AIR (Series)
- BRAHMASTRA (Movie)
- DUNE Part 2 (Movie) Upcoming
- FIGHTER (Movie) Upcoming

- Upin & Ipin The Movie.
- Upin & Ipin Series.
- Organic Animals.
- Kazoops.
- Knight of Sidonia.
- Legends of Chima.
- Doc McStuffins .(Disney)
- One Stormy Night.
- Alpha and Omega Movie.
- IFF ( Indian Feature Film ).
- Road Side Romeo Movie.
- Arjuna Movie.
- Speed Racer.
- Bratz, Kong, Christmas Carol, Freez.
- Jungle Book Three Musketeer Robin Hood.
- Cosmic Quantum Ray.
- Worked for ADD
- Worked for animation Movie (DNEG REDEFINE).
- Worked in Advertisement (DNEG REDEFINE).

### Extra Activities

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#### Team Handling

Troubleshooting Juniors File | Lighting & Compositing issue

Attend meeting with CG & VFX Soups

Animation Sweatbox Work