

Shruti Shankar

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Summary

Interested in 3D Modeling, Texturing, Digital Sculpting, Stereo Conversion, Compositing, Lighting, Matte Painting, Web Designing (layouts), Basic Rigging, Animation and Particles, Understanding of CSS and HTML

Experience

3D Depth Artist at StereoD

January 2013 – May 2013

- Working on upcoming movies, creating depth maps used in conversion of shots from 2d to 3d using Nuke.
- Titles include: G.I. Joe: Retaliation, Iron Man 3, Star Trek Into Darkness, Pacific Rim, Wolverine

Animator/ Designer at Educating Young Minds

June 2012 – December 2012 (7 months)

The design department works on creative materials for students and building their website

- Build cartoon style characters, rig and animate them
- Design layouts for websites
- Building 3D assets for an immersive virtual learning experience

Technologies: Adobe Photoshop, Autodesk Maya, Adobe After Effects, Adobe Illustrator

Asset Builder Intern at The Third Floor/ Hydra

May 2012 - August 2012 (4 months)

The Third Floor is a studio that specializes in Pre-Visualization to help filmmakers with their visions

- Worked on various environments with the help of concept art
- Built character accessories using Autodesk Maya
- Painted texture maps using Photoshop

Technologies: Adobe Photoshop, Autodesk Maya, Pixologic Z-Brush

Modeling and Texturing Intern at 9k9 Studios

April 2012 - May 2012 (2 months)

9k9 Studio is an Interactive Advertising Production company

- Built characters using Maya and Z-Brush
- Texturing using texture, bump and normal maps painted in Photoshop

Technologies: Adobe Photoshop, Autodesk Maya, Pixologic Z-Brush, Foundry Nuke

Freelancing as a Graphic designer

2009 - 2010 (1 year)

Worked on various projects for Fantic Art, Sankara Nethralaya, and Louis Berger Group

Technologies: Adobe Photoshop, Corel Draw, Adobe Illustrator

Summer Internships in Advertising Agencies

2007 - 2010 (3 years during summer)

D5 Studios

- Getting introduced to the working of advertising agencies
- Underwent training in professional photography (outdoor and studio) using a Nikon D90 Camera
- Learned the process of editing photos for advertisements using Photoshop

Ogilvy and Mather

- Worked on an entire live Ad Campaign

Technologies: Adobe Photoshop

Skills & Expertise

Adobe Photoshop, Autodesk Maya, Pixologic Z-Brush, Foundry Nuke, Adobe Illustrator, Adobe After Effects, Autodesk 3ds Max, Unreal Development Kit, Understanding of CSS and Html, Experience with Motion Capture Shooting, MoCap Data Cleanup, 3D Printing from Zbrush, Render Farm using Qube

Projects

Asita

Inspired by the 'Dance of the Oracle', this piece emphasizes the elements of Indian art forms through the music, architecture, environment design and in the dance itself. Available at <http://vimeo.com/42153779>

By: Shruti Shankar, Varsha Venkatesh

My contribution:

- . Built, textured and lit the environment using Maya and Photoshop
- . Worked on the smoke using fluid effects in Maya
- . Green Screen Removal and Compositing done using Foundry Nuke

Education

Los Angeles Film School

Associate of Science, Computer Animation, 2010 - 2012

M.O.P. Vaishnav College for Women

Bachelor of Science, Visual Communication, 2007 - 2010

Awards

Valedictorian Award [G.P.A - 3.95]

Los Angeles Film School, 2012

Best Visual Communication Award

M.O.P. Vaishnav College for Women, 2010

Overall Proficiency Award

M.O.P. Vaishnav College for Women, 2008