Soumitra Saxena

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About me | 24 year old, passionate about providing technical solutions to creative challenges, wants to create the perfect animation pipeline.

Skills

Pipeline Development
Demonstrated prowess in using programming to create faster, more robust, and more artist friendly animation pipelines, from assets to lighting.

Technical Direction
Experience supporting shows ranging from full length features, to smaller projects with challenging deadlines and schedules.

Collaboration
Lead and participated in Task Forces, collaborated with CG Sups, Lead Lighters, R&D and Production to effectively deliver on any and every challenge.

Python	C++	MEL	Git/Github	Rez	Shotgun	HTML/CSS/JS
Maya	Katana	Nuke	Mari	Arnold	DreamWorks' Lighting/Shading Soft.	

Experience

Pipeline TD, *Mikros Image Animation, Paris*
September 2017 – present
Projects: *Asterix 2*
- Closely working with the CG Sup and Techno Sup in setting up the existing pipeline for the show, and developing new pipeline workflows for all departments on the show.
- Developed a pipeline for better look development between Modeling and Surfacing using animated alembic and fur caches for Maya->Katana.
- Developed a pipeline for generating viewport textures for UDIM based assets for animation.
- Improving scene validation and publish flows for Modeling, Surfacing, Hair and Lookdev depts.
- Supporting the crew with daily bugs/feature requests.

Pipeline TD, *Mikros Image Animation India, Bangalore*
January 2017 – August 2017
- Designing and Developing a Shotgun driven Maya/Arnold/Nuke Animation pipeline over the Mikros VFX Pipeline. Lots of pipeline development around Maya and Shotgun.
- Working with HODs to establish efficient inner and inter department workflows, combined with artist and production education about Shotgun driven pipelines and best practices.
- Establishing a UDIM based pipeline and ensuring that existing map data (non UDIM based) can be reused.

Jr. Pipeline TD – Lighting, *DreamWorks Animation, Bangalore*
December 2015 - December 2016
Projects: *The Boss Baby (2017)*
- Developed tools for effective sequence level health assessment to ensure asset readiness before sequence lighting begins.
- Worked with CG Sups and Lighting Leads to setup show level rig and optimization workflows, particularly for Crowds, Grass and Foliage, and Character fur LODs.
- Worked closely with Surfacing on asset level setup for Character LODs, Foliage fur LODs and Tree LODs as per the show's requirements.
- Supported 4 Lighting teams as a TD over the course of production whilst maintaining and developing the global lighting pipeline around Nuke and.

Jr. Pipeline TD – Surfacing, *DreamWorks Animation, Bangalore*
June 2015 - December 2015
Projects: *Kung Fu Panda 3: DreamPlace 4D Ride, Trolls (2016)*
- Developed tools to automate asset porting and LOD generation for all environment assets (unsupported by the show's pipeline) using the render farm for KFP3: DreamPlace.
- Wrangled a task force of Modeling/Surfacing/Layout and Lighting to effectively deliver on schedule for the same.
- Supported Trolls as the Surf TD and ensured optimal delivery of assets and corresponding LODs.

Pipeline TD Intern– Surfacing, *DreamWorks Animation, Bangalore*
July 2014 - December 2014
Projects: *Shrek's Adventure London 4D Ride*
- Developed pipeline tools to automate asset porting and installation from legacy shows to next gen shows.
- Worked closely with the CG Sup and Modeling/Surfacing teams to test and setup the LOD pipeline as per the requirements of the show.
- Worked as a bridge between Surfacing and Lighting in testing and converting legacy assets for the next gen pipeline.

Google Summer of Code 2014, *Crystal Space 3D*
April 2014 - August 2014
Projects: CSEditor for Crystal Space
- Developed a 3D GUI Terrain Editor that allows dynamic terrain modification and painting for Crystal Space, an Open Source C++ 3D Game Engine as a part of the GSoC 2014.

Honors and Accolades	**Legend of Awesomeness,** *DreamWorks Animation, Bangalore*
	November 2016
	The Awesomeness Award is designed to recognize special contributions, for a specific project or task, accomplished over a relatively short period. Was nominated by the Lighting Department, and was awarded for my contribution to *The Boss Baby (2017)* Lighting.
Education	**B.E. (Hns) Electrical and Electronics Engineering, 2011-2015**
	Birla Institute of Technology and Sciences, Pilani
	Courses include Introduction to Programming, Computer Graphics, Object Oriented Programming.