

# Soumitra Saxena

## TECHNICALLY A DIRECTOR

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**About me** 23 year old, passionate about providing technical solutions to creative challenges, wants to create the perfect animation pipeline.

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| Skills | Pipeline Development  |      |        | Technical Direction  |  | Collaboration   |     |
|--------|---|------|--------|--|--|---|-----|
|        | Demonstrated prowess in using programming to create faster, more robust, and more artist friendly animation pipelines, from assets to lighting. |      |        | Experience supporting shows ranging from full length features, to smaller projects with challenging deadlines and schedules. |  | 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    | OpenGL   | HTML/CSS/JS                                | AngularJS   | Git |
|        | Maya  | Nuke | Arnold | Shotgun  | DreamWorks's proprietary Lighting packages |   |     |

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**Experience** **Pipeline TD, Mikros Image Animation India, Bangalore**  
January 2017 - present

- Designing and Developing a Shotgun driven Maya/Arnold/Nuke mini-animation pipeline over the Mikros VFX Pipeline. Lots of pipeline development around Shotgun Hooks/Apps and Maya/Nuke.
- Working with HODs to establish efficient inner and inter department workflows, combined with artist and production education about Shotgun driven pipelines and best practices.
- Development of tools to ensure migration of asset data authored at DreamWorks is compatible with the current pipeline. Includes establishing a UDIM based pipeline and ensuring that existing map data can be reused.

### **Pipeline TD – Lighting, DreamWorks Animation, Bangalore**

December 2015 - December 2016

#### **Projects:** [The Boss Baby \(2017\)](#)

- Introduced and developed a pipeline for sequence level health assessment to ensure asset readiness before lighting.
- Worked with CG Sups and Lighting Leads to setup show level RIG and optimization workflows, particularly for Crowds, Grass and Foliage, and setting up generic asset fur LODs.
- Supported 4 Lighting teams as the TD over the course of production whilst maintaining and developing the global lighting pipeline.

### **Pipeline TD – Surfacing, DreamWorks Animation, Bangalore**

June 2015 - December 2015

#### **Projects:** [Kung Fu Panda 3 \(KFP3\): DreamPlace 4D Ride, Trolls \(2016\)](#)

- Hacked the KFP3 pipeline to automate asset porting and LOD generation for over 400 legacy environment assets (unsupported by the show's pipeline) using the Render Farm.
- Developed in-app (Maya)/terminal tools to enhance the daily review submission workflow for Surfacing and Modeling.
- Supported Trolls as the Surf TD and ensured optimal delivery of assets and corresponding LODs. Developed web applications to help monitor and expedite deliveries.

### **Pipeline TD Intern– Surfacing, DreamWorks Animation, Bangalore**

July 2014 - December 2014

#### **Projects:** [Shrek's Adventure London 4D Ride](#)

- Developed pipeline tools around automating asset porting and installation from legacy shows into next gen shows. Involved in porting of models, shaders and character rigs.
- Involved in setting up, testing and implementing the LOD pipeline for Shrek's Adventure.

### **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](#).

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***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 Boss Baby Lighting.

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***Education*****B.E. (Hns) Electrical and Electronics Engineering, 2011-2015**

Birla Institute of Technology and Sciences, Pilani

Courses include Introduction to Programming, Computer Graphics, and Object Oriented Programming.