

ROBIN DUTTA

PIPELINE, COMPOSITING, LIGHTING, VFX TD

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QUALIFICATIONS

The following are some of the software and skills I have used in a professional capacity over the course of my career.

Pipeline Support and Development:

- Support and Development for Editorial, Lighting, and Compositing Departments.
- Optimized delivery of products between departments from ingest to delivery by integrating asset management directly into applications and automating setups.
- Collaborated with production and department leads to identify areas for improvement.
- Designed, implemented, and maintained custom APIs, scripts, interfaces and plugins.
- OCIO and ACES colorspace configuration.
- Automated routine tasks to perform them more quickly, avoiding human error.

Lighting, Compositing, Visual Effects:

- Constructed UIs, tools, and scripts and supplied real-time support for artists. Troubleshooting and optimizing comps and work flows.
- Lighting look development. Established lighting, rigs, layers, and comps for feature length 3D animated films.
- Shot assembly, pass layer breakdowns, customization, and render optimization.
- Construction of functional, organized, and flexible comp templates to achieve the established look and art direction with reusability in mind.
- Assembling shot compositions and refining shots for final client approval.
- Particle simulation, rigid and soft body dynamics, cloth simulation, fluid simulation.
- Camera Tracking, green screen keying, roto, and integration of effects and set extensions for both live action and 3D animated films.

Software and APIs:

- Nuke. Nuke Studio. Hiero. Katana. Mari. Modo. Maya. Shotgun. RV. OCIO. Shake. Softimage. MentalRay. Arnold. RenderMan. As well as many proprietary systems.
- Python, PySide/PyQt, C/C++, Bash, XML, HTML/CSS, Wiki markdown.
- Project Management: Shotgun. Cumul8 Stratus.
- Revision Control: Perforce. Git Lab.
- Render Farm Managers: Tractor, Qube, Deadline, iRush
- OSes: Windows, Linux, Mac.

EDUCATION

2003 - 2004

Vancouver Film School

Diploma in 3D Animation & Visual Effects

- Demo Reel: "The Funktidote"
- Instruction spanning 3D animation and FX production. Emphasis on preparing for real world industry production pipeline scenarios.

1997 - 2002

Acadia University

Bachelor of Computer Science (BCS) with Co-op option

- Comprehensive education in function oriented and object-oriented programming languages like C/C++, software engineering, and OpenGL.

PRODUCTION CREDITS

2016 -2017

Spin VFX*2D Pipeline TD*

- Descendants 2 (2017)
- The Gifted (2017)
- Legion (2017)
- Fargo (2017)
- A Series of Unfortunate Events (2017)
- John Wick: Chapter 2 (2017)
- Incorporated (2017)
- The Ottoman Lieutenant (2017)
- Suicide Squad (2016)
- The Shallows (2016)
- Fear the Walking Dead (2016)
- Miracles from Heaven (2016)
- Rupture (2016)

■ = Feature Film

□ = Television

⊗ = DVD

☰ = Web/Shorts

2013 -2016

Gener8 Media Corp*Stereo Conversion - Compositing and Pipeline TD*

- Superman vs Batman (2016)
- In the Heart of the Sea (2016)
- Alice Through The Looking Glass (2016)
- The Jungle Book (2016)
- Crouching Tiger Hidden Dragon 2 (2016)
- Pan (2015)
- The Hunger Games: Mockingjay - Part 2 (2015)
- Insurgent (2015)
- Pixels (2015)
- San Andreas (2015)
- Jupiter Ascending (2015)
- Godzilla (2014)
- The Hobbit 3: Battle of Five Armies (2014)
- Captain America: The Winter Soldier (2014)
- Maleficent (2014)
- 300: Rise of an Empire (2014)
- The Grandmaster (2013)
- The Hobbit: The Desolation of Smaug (2013)

2013

Zoic*Compositor*

- Thunder Mountain

2013

Gloo Studio*On-call Compositor, 3D Generalist*

- ☰ CollegeHumor.com

2011 - 2012

Rainmaker Entertainment Inc.*Shot Finaling Artist*

- Escape From Planet Earth (2013)

2011 - 2012

Freelance*Solo 3D Short Film Production*

- ☰ UpPotential.com

2009 - 2011

Rainmaker Entertainment Inc.*Sr. Lighter, Compositor, Shot Tech and Pipeline TD.*

- ⊗ Max Steel: Makino's Revenge (2011)
- ⊗ Max Steel vs. the Toxic Legion (2010)
- ⊗ Max Steel vs. the Mutant Menace (2009)

2008 - 2009*

Freelance*3D Modeling, Animation, and FX. Graphics Designer.*

2007 - 2008*

Rainmaker Entertainment Inc.*Visual FX Animator, Shot Technician, Lighting Artist, Compositor*

2004 - 2007*

Mainframe Entertainment Inc.*Visual FX Animator, Technical FX Animator, Compositor, Lighting Artist, Render Technician*