

Nitin Garg

3D Texturing & Look Development

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Montreal, Quebec, Canada

Citizenship: Canadian

Senior Texture and Look Development Artist with extensive experience in both feature animation and film/episodic content. Proven ability to deliver complex shots and hero assets to the highest level of quality within an innovative and collaborative studio environment. Skilled in artist mentorship and workflow optimization.

WORK EXPERIENCE

Cinesite - Senior Texture and Look Development Artist | Feb 2024 – Present | Montreal, Canada

Credits – Smurfs, G20

- Collaborated closely with Supervisors and Heads of Department (HOD) in Cinesite's Feature Animation team and delivered stylized and photorealistic hero assets with consistent high quality.
- Worked with VFX department Supervisors and led a key R&D initiative for developing pre-vis workflows from Maya to Unreal Engine demonstrating improvements in iteration speed and visual fidelity via real-time rendering.

Digital Domain - Senior Look Development Artist | Jul 2023 – Aug 2023 | Montreal, Canada

Credits – The Electric State

- Performed look development and shader work in Houdini within a USD pipeline, focusing on detailed hard surface assets for close-up shots.

Folks VFX - Senior Texture and Look Development Artist | Jun 2022 – Jul 2023 | Montreal, Canada

Credits – Wednesday (Netflix), Titans, The Creator, Ant-Man and the Wasp: Quantumania

- Developed advanced character and procedural shaders designed to integrate seamlessly with FX-driven simulations.
- Maintained delivery standards for shared hero assets across multi-vendor pipelines by precisely recreating shaders to match asset fidelity ensuring the highest quality to match client expectations.

DNEG - Senior Texture Artist | Jun 2021 – Jun 2022 | Montreal, Canada

Credits – Aquaman and the Lost Kingdom, Borderlands, Moonfall

- Created textures for diverse assets including photorealistic digital doubles and complex, large-scale hero environments and creatures featuring detailed organic surfaces.

Mr. X Inc. - Senior Texture and Look Development Artist | Feb 2019 – Jun 2021 | Toronto, Canada

Credits – Foundation S1 (Apple TV), Raised by Wolves, See Season 1, The Nevers, Messiah (Netflix), Awake (Netflix), Snake Eyes: G.I Joe Origins

- Developed comprehensive training documentation and led workflow optimization initiatives that significantly streamlined onboarding and reduced ramp-up time for new artists.
- Contributed texturing and look development across diverse projects, handling assets ranging from large-scale environments and vehicles to complex hero props with unique material requirements.

Qvisten Animation - Senior Surfacing Artist | May 2018 – Nov 2018 | Oslo, Norway

Credits – Captain Sabeltann and the Magic Diamond

- Developed final stylized look for the hero character and hero environments, creating a reusable material library to ensure visual consistency across complex character and environment assets.

Blur Studio - Texture and Look Development Artist | Feb 2017 – Apr 2018 | Culver City, California, USA

Credits – Lawbreakers Cinematic Trailer, Far Cry 5, Honor of Kings, Love Death + Robots Season1

NASA Goddard (USRA) - Texture and Lighting Intern | Jun 2016 – Aug 2016 | Savannah, Georgia, USA

Credits – ICESat-2 Earth Science Mission PSA Film

DreamWorks Animation - Surfacing Artist | Aug 2010 – Jul 2015 | Bangalore, India

Credits – Puss in Boots, DreamWorks Dragons: Riders of Berk, Madagascar 3, Penguins of Madagascar, Madly Madagascar, Kung Fu Panda, Secrets of the Scroll, Puss in Boots: The Three Diablos

- *Led a team (of 4 artists) for 2 episodes on the 'DreamWorks Dragons Riders of Berk' TV series. Facilitated in bidding, production handoffs and communication delivery goals and notes between Supervisors and artists.*
- *Contributed textures and look development across diverse episodic and feature animation projects. Mainly relying on hand-painted textures for hard-surface and organic assets.*

EDUCATION

Master of Arts, MA – Visual Effects

Savannah College of Art and Design, Savannah, USA – 2016

Bachelor of Science, BS – Information & Technology

Sikkim Manipal University, India – 2014

Professional Diploma – Visual Effects

Gnomon School of Visual Effects, California, USA - 2009

SKILLS & SOFTWARE PROFICIENCY

Core Skills:

- Stylized and Photorealistic Texturing (Animation and VFX)
- Procedural and Hand-Painted Textures
- Node-Based Texturing
- Understanding of Animation and Visual Effects Pipeline
- Polygon Modeling and UV Unwrapping
- Scene Lighting and Rendering (Offline and Realtime)
- Workflow optimization and Documentation
- Training and Curriculum Development

Software Expertise:

- **Texturing:** Substance Painter, Mari, Photoshop, ZBrush
- **Shading & Rendering:** 3DS Max, Maya, Arnold, RenderMan, V-Ray, Houdini, Gaffer
- **Real-Time:** Unreal Engine
- **Compositing:** Nuke

RECOGNITION

The Guide Award 2005 – DreamWorks Animation

Bangalore, India

Awarded for training new hires and helping to redesign the training curriculum