**RESUME**

**Career Objective:**

 Seeking a dynamic and challenging role as a Texturing Artist, where I can further develop my skills and knowledge in the field. With an extensive background of over 16 years, I offer a deep well of technical expertise and artistic proficiency in Texturing and Shading. My objective is to make meaningful contributions as a Texturing Lead, utilizing my proactive problem-solving approach to foster innovation and uphold excellence across all projects I undertake.

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Address :

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Date of Birth : 12th September 1986

Age : 36

Nationality : Indian

Marital Status : Married

Education

Qualification :

|  |  |  |  |
| --- | --- | --- | --- |
| **Degree / Diploma** | **Year** | **Board / University** | **Class** |
| S.S.C | 2002 | Mumbai Board | 2nd Class |
| H.S.C | 2004 | Mumbai Board | 2nd Class |

Known Software :

 Maya

 Mari

· Substance Painter

 Photoshop

· Shotgun/ShotGrid

 Maya Paint effects

 Modo

Known RenderEngin :

· Vray

· RedShift

· Arnold

Experience :

 Worked for **Crest Animation Studio** as BG Artist from 16/07/2007to 17/02/2012

 Worked in **Technicolor Animation Studio** As Foliage And Texturing and shading Artist From 5/5/2012 to 16/07/2014

* Worked in A**ssemblage** as foliage Lead as well texturing and shading artist in MODO and MAYA From 22/7/2014 to 18/11/2014
* Worked In **Technicolor Animation Studio** As Foliage Lead And Texturing and shading as Senior Artist From 24/11/2014 to 25/11/2021
* Worked in **88 pictures** as **Associate Team Lead** in Dreamworks Project From 29/11/2021 to 01/04/2021
* Working in **Xentrix Studios (NDU)** as full time Texturing Team Lead From 06/04/2021 to Till

Job Profile :

**Crest Animation Studio (4 year's 7 month's)**

* Worked in Crest Animation Studio As Texturing Artist.

 Modeling, Texturing, and Post Production of Props and Environment Setup for series Like Barnyard & MBC.

 Worked on Feature film Alpha Omega as BG Artist, worked on all BG set for Grass, Moss, and Tree leaves on shave n haircut and Paint Effects (FOLIAGE)

 Worked On Crest Animation Studios One more feature film production Ribbit As Texturing and Senior Artist for Creating Amazon Forest.

**Technicolor Animation Studio** **(2 year's 2 month's)**

* Worked in Technicolor As Texturing and Foliage Artist

 Worked on Technicolor DVD Projects like Barbie In Pink Shoes, SuperBook season 2 trailer, and Deep home Production As Texturing.

 Worked On Th99 And BingBunny Project As Texturing Artist

 Worked on SuperBook (Trailer) For Foliage Senior Artist

 Worked in Alvin Project As Senior Foliage Artist/Texture artist

A**ssemblage( 4 month's )**

Worked in Assemblages as Senior Artist in Maya as well as MODO artist texture and foliage Norm of the North

**Technicolor Animation Studio** **(7 year's)**

* Worked in Technicolor As Senior Texturing Artist For DreamWorks Televisions
worked on so many Project like Spirt,Fast & Furious Spy Racers, BossBaby, and The Croods

 **88 pictures** **(4 Month's)**

* Worked in 88 Pictures As **Associate Team Lead** Helping Supervisor to Manage Teams and

 Upload. In 88 pictures I got the opportunity to interact with a client over online calls it was a wonderful experience

 **Xentrix Studios(Currently)** · Full-Time **Texturing Team Lead** at Xentrix Studios (NDU Unit) - Monster High 2022 Series. This role presented both creative and technical challenges, which I successfully navigated to ensure the team delivered high-quality work while meeting client expectations.

**Key Responsibilities**
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* Managed and addressed creative challenges encountered by team members during the production process.
* Lead a team of over 18 members in executing texturing tasks for the Monster High 2022 series
* Overcame technical challenges to maintain the project's quality standards and meet deadlines.
* Facilitated direct communication with clients to understand their creative requirements and discuss technical limitations.
* Ensured that the team's work aligned with the creative vision outlined by the client while adhering to technical constraints.

**Experience:**

Working on the Monster High 2022 series provided me with invaluable experience in team leadership and client management. By effectively coordinating with team members and engaging directly with clients, I facilitated the translation of creative concepts into tangible visual assets. This experience enhanced my ability to balance creative aspirations with technical feasibility, contributing to the overall success of the project.

**Key Achievements:**

* Maintained open lines of communication with clients, fostering collaboration and understanding.
* Ensured that the team's work met both creative and technical requirements, resulting in client satisfaction.
* Developed strategies to overcome obstacles and streamline the texturing process, optimizing efficiency and productivity.

In summary, my role as a Texturing Team Lead on the Monster High 2022 series at Xentrix Studios (NDU Unit) allowed me to leverage my leadership skills and industry expertise to deliver exceptional results in a challenging environment. I am proud of the accomplishments achieved during this project and look forward to applying these learnings to future endeavors.

Regards,

Vipul S Narkar

8884699907

Bangalore