

Koushik Routh

CG Artist/ Generalist

koushik_routh@yahoo.com

Summary

My portfolio : https://koushik_routh.artstation.com/

SKILLS :

- Modeling/Texturing of highly detailed Hard Surface & Organic asset. (Mari, Zbrush, Substance Painter, Maya, 3DS Max)
 - Experience in a wide range of CG/ VFX lighting techniques. (RenderMan, Vray, Arnold, Redshift, Mantra)
 - Production efficient uv unwrapping.
 - Building complex 2.5D and 3D environments from conceptual stage to final render.
 - Scene assembly.
 - Building shading network.

 - Mel, Python Tool scripting. (Maya, Nuke)

 - Node based compositing.
 - Integration of CG elements in live action. (Nuke)

 - Self motivated, teamwork, problem solving and creative thinking skills.
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Experience

CG Artist/ Generalist at Self-Employed

September 2017 - Present

Lookdev Artist at VHQ Media

March 2017 - August 2017 (6 months)

Worked on various feature film projects as a Sr. Lighting, Texturing and Look Dev. Artist.

I have worked closely with the VFX Supervisor and Look Dev Lead for the shows.

3D Rendering Artist

November 2015 - September 2016 (11 months)

I got the opportunity to work as a generalist on VFX tv series projects.

Role: Modeling (Hard surface) , Texturing, Shading , Lighting and Rendering.

Generalist

October 2014 - May 2015 (8 months)

- Environment & Props Modeling / Sculpting / Texturing / shading - Scene Assembly
- I've worked closely with the Environment supervisor and Vfx supervisor for the feature film " Bilal".

Sr. Shader/ Look Dev. Artist at Xentrix Studios

June 2012 - November 2013 (1 year 6 months)

I worked as a Lead Look Development Artist for Warner Bros. Tv series " Beware the Batman ".

www.imdb.com/title/tt2329077/

<http://www.youtube.com/watch?v=4IVJH3stuu0>

- Vehicle ,Prop Surfacing 'n Look Development.

Sr. Shader/ Look Dev. Artist at Xentrix Studios

September 2010 - April 2012 (1 year 8 months)

I was the Lead Sr. Shader Artist and worked closely with the Art director and modelling lead. I used to take care of Look Development department.

Projects:

Amazing Adventures of Spider-Man

<https://www.universalorlando.com/Rides/Islands-of-Adventure/Adventures-of-Spider-Man-Ride.aspx>

Lead Look Development / Shader Artist.

London Dungeon - Vengeance 5D Ride, London (2011)

<http://www.youtube.com/watch?v=0YFEc56B4TA>

Huntik 5D Ride, RainbowMagicLand (2011)

<http://www.youtube.com/watch?v=EpRvfR4Vp4U&feature=relmfu>

Sr. Texturing Artist at Technicolor

March 2007 - September 2010 (3 years 7 months)

I was a Lead Surfacing/Shading artist and worked on couple of Tv Series, Dvd Movies.

Projects:

How to train your dragon: bonus dvd

I worked for this project with Technicolor,India as a Lead Shader/Look Dev artist.My core role was to get the Shader setup for texturing department and achive the desired feel.

Marvel Super Heroes 4D movie at Madame Tussauds London

http://www.youtube.com/watch?v=Bn-jf_TdRlw

Shader Desinger , Lighting (Image-based)

Lego: The Adventures of Clutch Powers (2010)

www.imdb.com/title/tt1587414/

Look Development (Shading,Texturing,Lighting)

Back at the Barnyard (TV Series 2007– 2009)

www.imdb.com/title/tt0857277/

Look Development (Shading,Texturing,Lighting)

FARMkids (TV Series 2006)

Episode 12 : The Old Rooster and the Sea

<https://www.youtube.com/watch?v=DYG7CtPaYJg>

<http://www.farmkids.com/>

Procedural Shader Development,Look Dev Artist.

Shader & Texture Artist

November 2005 - March 2006 (5 months)

Gaming Company

Platform: PS2

Sr. Texturing Artist at Paprikaas Animation Studios

April 2004 - October 2005 (1 year 7 months)

The Rebirth of Rostam (DVD) (2005)

www.dreamor.com

Lead Look Development (Shading,Texturing,Lighting)

Detective Ffacce (2004)

Korean/International animated TV series

<http://www.face-dfp.co.kr/ffacce/main/open.htm>

My First International Korean DVD movie , i had the opportunity to work on as a Lead Texturing Artist.

CG Artist

April 2003 - March 2004 (1 year)

This was my first job in the industry and i worked on various 3D Architectural walk through and Commercial projects.

My role: Modelling, Texturing,Lighting and Comp as well.

Education

Frameboxx animation and visual effects

Diploma in Animation & VFX, Computer Graphics, 2013 - 2014

TDU

Photoreal lighting with vadim turchin, Visual Effects, 2014 - 2014

Activities and Societies: <http://td-u.com/>

TDU - Texture Painting and Look Development with Xuan Prada

Texture Painting and Look Development, Visual Effects, 2014 - 2014

Activities and Societies: <http://td-u.com/>

THE GNOMON WORKSHOP

Online Workshops, Visual Effects, 2013 - 2014

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[Contact Koushik on LinkedIn](#)