

# JOVANVIR SINGH

## LOOK DEVELOPMENT ARTIST

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### Technical Skills

#### **Software:**

Autodesk Maya, Zbrush,  
Substance Painter,  
Houdini, Marvelous  
Designer, Substance  
Designer, UV Layout,  
TopoGun, Marvelous  
Designer, Mari

#### **Lighting/Rendering:**

Arnold, Unreal Engine,

#### **Operating System:**

Windows, OS X, Linux

#### **Knowledge:**

Texturing, Shading, 3D  
Modeling, Lighting,  
Rendering, Compositing,  
Rigging, UV Mapping,  
Re-topology

### Language

English - Proficient  
Hindi - Advanced  
Mandarin - Intermediate

### Education

#### **Savannah College of Art and Design | 2016 - present**

Bachelor of Fine Arts: Animation  
Anticipated Graduation: Spring 2020

### Achievements

#### **SCAD Academic Honours Scholarship**

Sept 2016 - Present

#### **Dean's List**

Sept 2016 - Present

### Collaborative Project

#### **Jitterbugs, directed by Maria Mcdonell**

Student film, Sept 2018 - May 2019  
Texture Artist, Lighting Artist

#### **Nirvana, directed by Desmond Du**

Student film, June 2018  
Sound Designer, Animator

#### **PandaMonium, directed by John Da Fonte**

Student film, Sept 2019 - May 2019  
Texture Artist, Character Modeler, Lighting Artist

#### **CoMotion 2019, directed by Daniel Whitaker**

Motion Media Film, Mar 2019 - May 2019  
Rendering in Cinema 4D

#### **Adarna, directed by Justyn Ng**

Student film, Sept 2018 - May 2019  
Texture Artist