

## Contact

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www.linkedin.com/in/koushik-r-27139469 (LinkedIn)

www.koushikrouth.com (Personal)

## Top Skills

Maya

Shading

Texturing

## Languages

English

## Certifications

Diploma in Animation & VFX

# Koushik Routh

CG Artist/ Concept Artist ( Bangkok based )  
Bangkok Metropolitan Area, Thailand

## Summary

My portfolio : <http://koushikrouth.com/>

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### SKILLS :

Primary : Modeling , Texturing and Look Dev.

Secondary: Shot Lighting and Pre Compositing.

#### Software Skills:

Maya, Zbrush, 3DS Max, Substance painter and designer , Mari, Megascan , Speedtree, Vue, World creator, Nuke, After effects etc..

Render Engine: Arnold, Renderman, Vray, Redshift

Game engine : Unreal Engine 4+

Pipeline tools: Shotgun, Deadline etc..

Other activities: Street / Landscape photography, RnD computer graphics and more.

Location : Currently based in Thailand.

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

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## Experience

M2 Animation ( Picture This Studio )

Sr. Surfacing Artist

April 2018 - Present (2 years)

Bangkok, Thailand

Working as a Sr. / Lead Surfacing Artist.

Also mentoring other team members to create high quality content for the show.

My core responsibility is to create UV, Texture and shader for Environments , props and Characters for the show.

#### VHQ Media

Lookdev Artist

March 2017 - August 2017 (6 months)

Kuala Lumpur, Malaysia

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.

#### Basecamp VFX Sdn Bhd

3D Rendering Artist

November 2015 - September 2016 (11 months)

Ampang, Kuala Lumpur

Kung Fu Traveler:

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

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

<http://www.imdb.com/title/tt5775194/>

#### Barajoun Entertainment

Generalist

October 2014 - May 2015 (8 months)

Dubai, United Arab Emirates

- Environment & Props Modeling / Sculpting / Texturing / shading - Scene Assembly

- I 've worked closely with the Environment supervisor and Vfx supervisor for the feature film " Bilal".

#### Xentrix Studios

Sr. Shader/ Look Dev. Artist

June 2012 - November 2013 (1 year 6 months)

Bangalore, India

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

[www.imdb.com/title/tt2329077/](http://www.imdb.com/title/tt2329077/)

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

- Vehicle ,Prop Surfacing 'n Look Development.

### Xentrix Studios

Sr. Shader/ Look Dev. Artist

September 2010 - April 2012 (1 year 8 months)

Bangalore

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>

### Technicolor

Sr. Texturing Artist

March 2007 - September 2010 (3 years 7 months)

Bangalore

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](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/](http://www.imdb.com/title/tt1587414/)

Look Development (Shading,Texturing,Lighting)

Back at the Barnyard (TV Series 2007– 2009 )  
[www.imdb.com/title/tt0857277/](http://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.

IT Object Pvt Ltd  
Shader & Texture Artist  
November 2005 - March 2006 (5 months)  
Bangalore, India

Gaming Company  
Platform: PS2

Paprikaas Animation Studios  
Sr. Texturing Artist  
April 2004 - October 2005 (1 year 7 months)  
Bangalore, India

The Rebirth of Rostam (DVD) (2005)

[www.dreamor.com](http://www.dreamor.com)

Lead Look Development (Shading,Texturing,Lighting)

Detective Fface ( 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.

Images Chain Animation Studio

CG Artist

April 2003 - March 2004 (1 year)

Bangalore, India

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

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

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## Education

Frameboxx animation and visual effects

Diploma in Animation & VFX, Computer Graphics · (2013 - 2014)

TDU

Photoreal lighting with vadim turchin, Visual Effects · (2014 - 2014)

TDU - Texture Painting and Look Development with Xuan Prada

Texture Painting and Look Development, Visual Effects · (2014 - 2014)

THE GNOMON WORKSHOP

Online Workshops, Visual Effects · (2013 - 2014)