

JOVANVIR SINGH

Material Artist

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Experience

Associate Material Artist

High Moon Studios, Aug 2020 - present

Call of Duty : Black Ops Cold War | Unannounced Title

- Primarily focused on material creation in Substance Designer,
- Working with other artists to create a material library while doing R&D on finding a efficient method to do material calibration in Photoshop and Substance Designer.

PandaMonium

SCAD Student film, Sept 2019 - May 2020

Senior film collaborated with a team of 10 to create a 3D short film.

- Focused on modeling the main character in Zbrush and was given the responsibility of lighting the film in Arnold.
- Assembled a production pipeline to streamline team workflow and assisted in compositing duties.

Education

Savannah College of Art and Design | Sept 2016 - May 2020

Bachelor of Fine Arts: Animation

Courses of Study: 3D Modeling, Look Development, 3D Animation and Rigging.

Achievements

SCAD Academic Honours Scholarship

Sept 2016 - May 2020

Dean's List

Sept 2016 - May 2020

Softwares

Autodesk Maya	Foundry Mari
Pixologic ZBrush	Foundry Nuke
Allegorithmic Substance Painter	Adobe Photoshop
Allegorithmic Substance Designer	Adobe After Effects
Allegorithmic Substance Alchemist	IDV SpeedTree
SideFX Houdini	Solid Angle Arnold
CLO Virtual Fashion Marvelous Designer	Epic Games Unreal Engine 4
Pixar RenderMan	Marmoset Toolbag 3

Knowledge

Texturing	Programming
Shading	RealTime
3D Modeling	Grooming
Lighting	Fur Simulation
Rendering	Cloth Simulation
UV Mapping	Compositing

Language

English (Proficient)	Hindi (Advanced)
Cantonese (Intermediate)	Punjabi (Advanced)