

SalluKazi

crowd simulations | lighting | technical direction

With 10 years of production experience, working in various roles as Technical Director in Crowd simulations, Lighting and Pipeline, I'm a self motivated team player, adapting to pipeline, workflows and the team with ease.

Cinesite	Lead Crowd TD may 2018 - aug 2019	CREDITS	
			The Addams Family
			Black Panther
Method Studios	Senior Crowd TD jul 2016 - may 2018		Thor: Ragnarok
			Spider-Man: Homecoming
Framestore	Senior Crowd TD apr 2015 - jun 2016		King Arthur
	Crowd TD may 2014 - aug 2014		Now You See Me 2
			Dracula Untold
Golaem S.A	VFX/Animation Support Specialist aug 2014 - mar 2015		Walking With Dinosaurs 3D
			Happy Feet Two 3D
			Sucker Punch
Animal Logic	Crowd TD feb 2012 - feb 2013		Sammy's Adventures: The - Secret Passage [3D]
	Crowd TD mar 2010 - jul 2010		Delhi 6
			Tinker Bell
Rising Sun Pictures	Crowd TD nov 2011 - jan 2012		Tales Of The Riverbank
		SKILLS	
Dr. D Studios	Crowd TD nov 2010 - oct 2011		maya
			golaem
Nwave Studios	Lighter nov 2008 - sept 2009		massive
			arnold
Prana Studios	Crowd / Lighting TD sep 2007 - nov 2008		vray
			renderman
Prime Focus	Pipeline TD dec 2006 - aug 2007		katana
			nuke
Skyworks Studios	Technical Director oct 2005 - nov 2006		python
			houdini

Vanarts - Diploma with Honors in Visual Effects

Art Institute of Vancouver - Certificate in Visual Effects and Digital Animation

M S Ramaiah Institute of Technology - Bachelors of Electrical and Electronics Engineering

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CINESITE

The Addams Family - Lead Technical Director (Crowds)

Crowd character setup involving rig conversion and motion retargeting. Creating simulations and shot layout. Developed tools to integrate crowd workflow into existing pipeline. Support for lighting and rendering. Maya, Golaem, Katana and Renderman.

METHOD STUDIOS

Black Panther - Senior Technical Director (Crowds)

Cg crowd characters with cloth setup and simulation. Crowd pipeline tools development and support. Golaem, Maya and Vray.

Thor: Ragnarok - Senior Technical Director (Crowds)

Cg crowd characters setup, simulation and layout. Crowd pipeline tools development and support. Golaem, Maya and Vray.

Spider-Man: Homecoming - Senior Technical Director (Crowds)

Cg crowd characters and vehicles setup. Crowd pipeline tools development and support. Golaem, Maya and Vray.

GOLAEM S.A

VFX/Animation Support Specialist

My role involved supporting visual effects and animation studios using Golaem Crowd Simulation plugin for maya. I was responsible for training, troubleshooting problems and workflows, documentation and beta testing of the plugin.

FRAMESTORE

King Arthur - Senior Technical Director (Crowds)

Layout and Simulation of armies marching and attacking, using Massive, Maya, Arnold and other proprietary tools.

Now You See Me 2 - Senior Technical Director (Crowds)

Layout and Simulation of cg crowd using Golaem, Maya, Arnold and other proprietary tools.

Dracula Untold - Technical Director (Crowds)

Layout and Simulation of armies marching and attacking, using Golaem, Maya, Arnold and other proprietary tools.

ANIMAL LOGIC

Walking With Dinosaurs 3D - Digital Artist (Crowds)

Dinosaur agent design and simulation of herd for various sequences in the movie using Massive, Maya, Houdini and Renderman. Developed python based tools in Maya and Houdini to assist shot production. Documented workflow procedures and troubleshooting guide.

Sucker Punch - Digital Artist

Crowd agent design, layout and simulation for the orc fighting sequence using Maya, Massive and Renderman. Shot Lighting of characters (orcs) and environments.

RISING SUN PICTURES

The Hunger Games - Technical Director (Crowds) (uncredited)

Layout and Simulation of crowds for the Tribute Parade Sequence using Massive, Maya and 3Delight.

Dr D STUDIOS

Happy Feet Two 3D - Technical Director (Crowds)

Crowd layouts of penguins using proprietary tools with Maya, Cortex, Houdini, 3Delight pipeline.

Shot Lighting and rendering of FX elements during the final stages of production using Houdini, Nuke and 3Delight. Testing and documenting of production tools.

NWAVE DIGITAL

Sammy's Adventures - The Secret Passage 3D - Lighting Artist

Lighting of Hero characters and environments using Maya, 3Delight and Renderman.

PRANA STUDIOS

Delhi 6 - Lighting TD

Look Dev and Shot Lighting of the Biplane and the Empire State Building in the song sequence using Maya and Renderman.

Red Cliff - Crowd TD (uncredited)

R&D and crowd layout for battle sequence using Maya, Massive and Renderman.

Tinker Bell - Crowd TD

Developed crowd agents of running thistles for crowd sequences using Maya, Massive and Renderman.

PRIME FOCUS

Tales of The Riverbank - Technical Director

Implemented and supported show specific pipeline tools, at various studio facilities in a Maya, Mental Ray, Digital Fusion, Python, and PHP based