

SalluKazi

Crowd TD | Lighting TD

Method Studios - Senior Crowd TD

july 2016 - till date

Framestore - Senior Crowd TD

april 2015 - june 2016

Golaem SA - VFX/Animation Support Specialist

aug 2014 - mar 2015

Framestore - Crowd TD

may 2014 - aug 2014

Animal Logic - Crowd TD

feb 2012 - feb 2013

Rising Sun Pictures - Crowd TD

nov 2011 - jan 2012

Dr D Studios - Crowd TD

nov 2010 - oct 2011

Animal Logic - Crowd TD

mar 2010 - jul 2010

Nwave Digital - Lighting Artist

nov 2008 - sept 2009

Prana Studios - Crowd / Lighting TD

sept 2007 - nov 2008

Prime Focus - Pipeline TD

dec 2006 - aug 2007

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

Dracula Untold

Walking With Dinosaurs 3D

Happy Feet Two 3D

Sucker Punch

Sammy's Adventures: The - Secret Passage [3D]

Delhi 6

Tinker Bell

Tales Of The Riverbank

maya | golaem | massive
renderman | arnold | nuke
houdini | mel | python
katana

crowd simulations | lighting | technical direction

Education

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

M - +44 7547 253 198 | E - sallu27@hotmail.com | W - www.sallukazi.com

work / project

GOLAEM S.A

VFX/Animation Support Specialist

My role involved supporting vfx 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 and other proprietary tools.

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

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

Dracula Untold - Technical Director (Crowds)

Layout and Simulation of armies marching and attacking, using Golaem, Maya 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 pipeline.