

Rakesh Sandhu

3D Artist

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OBJECTIVE:

To be able to learn and advance my creative and technical skills.

SOFTWARE KNOWLEDGE:

Autodesk Maya

Mental Ray and Renderman for Maya

Adobe Photoshop

Pixologic Z-brush

Adobe After Effects

EDUCATION

(2008-2009)Vancouver Film School- Diploma in 3D animation and Visual Effects.
Specializing in Modeling ,Texturing and Lighting

(2001-2005) College of Saint Benilde - Bachelor of Arts in Multimedia Arts

PROFESSIONAL EXPERIENCE

Queso Music Video (Sept 2006 – Jan 2007)

I was in charge of modeling and texturing.

I used Zbrush, Photoshop and Maya for the characters.

I also did a part of the concept and storyboarding team for the Music Video.

The Acid House (Jan 2006 –Jan, 2007)

Responsible included 3D graphics and Broadcast animation.

The projects include:

Modeling, Texturing, Animating, Compositing, Tracking, 2d Animation

Radio Active Music Video (May 2005 – Sep 2005)

Made a full 3D Music Video for Radio Active Sago Project. A famous band in the Philippines.

I was responsible to do the entire 3D pipeline. Except for the Animation.
The Music video is 5 minutes long of full 3D.

Idea Engine. (Jan, 2005 – Dec, 2005) Idea Engine is a Broadcast company responsible for making 2d and 3D

animation for ABS-CBN local news channel.

Was responsible to make 3D graphics for Broadcast animation my tasks and were:

Modeling. Texturing

Animating, Composting

Tracking, 2d animation

Imaginary Friends (Sept 2004)

Imaginary Friends is a post production company for films in the Philippines.

I worked as the Lead Modeler and Texture Artist for the team.

References:

Travis Guthrie (Modeling Mentor Vancouver Film School)

Email: tguthrie@vfs.com



Ivan Despi (Owner of The Acid House) <http://www.acidhousepost.com/>

Email: ivandespi@gmail.com

