

TISHURA KHAN

585.730.1757 | tishura.khan@gmail.com | tishurakhan.com | OPT Visa - Exp June 2020

EDUCATION

Rochester Institute of Technology
New York
BFA 3D Digital Design **May 2017**

AWARDS

Dean's List: 3x

TECHNICAL SKILLS

Software Proficiency

Autodesk Maya
Autodesk Mudbox
Adobe After Effects
Adobe Photoshop
Adobe Premiere
Adobe Illustrator
Agisoft Photoscan
Crazy Bump
The Foundry Nuke
Marvelous Designer
Pilgway 3D Coat
Pixelogic Zbrush
Substance Painter
R3DS Wrap
Unreal Engine 4

Languages

Python
Javascript
HTML

Renderers

Vray
Renderman
Redshift

Plugins

NDo & DDo
Trapcode

- Jira/Confluence
- 3D Modelling
- 3D Texturing
- 3D Simulations
- Photo/Video Editing
- Real Time Design
- Google Cloud Platform
- 3D Lighting
- 3D Rendering
- 3D Sculpting
- VFX Compositing
- Photogrammetry
- AR & VR

WORK EXPERIENCE

CG/3D Generalist & Compositor (Contract) **May 18-**
Schawk Inc, USA

- Production of photorealistic renders and high resolution prints of clients packaging and products through Lighting, Rendering and Compositing working from design sketches.

Jr. Render Technical Director

Lytro Inc. - Series D **Oct 17- May 18**

- Providing technical and render support to CG artists and software engineers in visual effects production.
- Managing and upgrading software, hardware, and network consistency with Lytro IT across the renderfarm, servers, and workstations using Deadline Monitor.
- Development of internal and OS agnostic tools using Deadline's Rest API to create a web based submission tool for artist's use to optimize on cost and lower turnaround times.
- Created Databases to track jobs by users, projects, job types. As well as databases to track farm and cloud resources.
- Sandbox testing new features and versions of the Deadline Monitor for Lytro's render pipeline.
- Utilized Google Cloud Platform for cloud rendering using buckets and filers to store data on the cloud for faster processing.

Graphic Design Intern

Soapbox Films

June 17 - Sept 17

- Assisting the Graphic Design team in compositing, clean plating, 3D modelling, 3D lighting, 3D texturing, 3D rendering and simulations for a live action production of The Muppets take the Hollywood Bowl '17

CG Generalist & Post Production Intern

Lytro Inc.

Jan 17 - May 17

- Worked with the VR, Cinematic, Light Field Animation, and Software Engineers teams on post-production processes, CG creation (modelling, texturing, lighting), and VR experiences for Lytro's Lightfield Technology.
- Render Wrangling

Head of Design

SEVENSIXTEEN LLC

Nov 14 - June 15

- Designed, 3D modelled and product rendered a watch band adapter for the apple watch, backed by Kickstarter (get-click.com).

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Referrals

Pauline Koh

Product Manager, Google Inc.

818.687.6662

Buzz Hays

Global Lead Entertainment Industry, Google Cloud

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Cristin Pescosolido

VFX Supervisor, Lytro

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213.286.6284

Steve Petterborg

Pipeline Technical Director, Lytro

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