

TISHURA KHAN

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Work History

3D Operations Technical Director

amazon.com - UK

Nov 2019 - Present

- Building and managing end-to-end pipelines for non-traditional imaging solutions for Amazon EU and Asia.
- Research, develop, and build processes including automated 3D pipelines, compositing, and 360 imagery for products sold on the Amazon web page with a focus on mobile-first and desktop.
- Experimenting with virtual productions using real-time graphics to deprecate or simplify studio shoots.
- Discover, test and implement updated imaging techniques such as automated background segmentation of 360 imagery and product swapping in 3D environments. Increased output by 620% utilising updated techniques.
- Write Standard Operating Procedures and Post-Mortems on production pipelines.
- Manage and train a team of 5-10 3D Artists, Art Directors and Designers to execute client requests.
- Meet with Stakeholders to understand projects and deliver results for both long term and short term requests.
- Write, build, and analyse surveys to understand the needs of the customer.
- Writing creative briefs and business requirements.
- Interviewing and hiring the best.

3D Imaging Specialist - Visual Search AR

amazon.com - USA

July 2018 - Nov 2019

- Established best practices for capture and assessment of 4D data for AR experiences on Amazon mobile.
- Built new processes for assessing the quality of 4D & 3D models and provided feedback.
- Ensured cross team consistency by engaging with stakeholders, senior staff, engineering and internal customers.
- Scrum Master - ensured best practices resulting in a 125% increase in completed projects.
- Reduced defects by designing an automated outsourced QA process utilising MTURK.
- Developed and maintained knowledge management tools such as wikis and shared drives.
- Created and maintained standard operation procedures and other process documentation to facilitate training and on-boarding to proactively respond to error prone violations.

Jr. Render Technical Director

Lytro Inc. - USA (Acquired by Google)

Jan 2017 - May 2018

- Series D Startup dedicated to Light Field Technology. Stood in for 'Head of Rendering' when required.
- Worked on VR, AR, light field animation, capture, and playback alongside the engineering and creative teams.
- Provided technical and render support to CG artists and software engineers in visual effects production.
- Created and maintained a slack chatbot using Google Cloud API to feed status of google cloud rendering fleets.
- Met with stake holders to assess resources, created timeline and cost projections to prioritise traffic.
- Engaged with internal customers to develop internal OS agnostic tools using Deadline's REST API to create a web based submission tool for artist's use to optimise on cost and lower turnaround times. - *Python, Javascript, HTML*
- Created databases to track jobs by users, projects, job types. As well as databases to track farm and cloud resources and health to improve reporting and accountability. Recruited and hired the best to strengthen the Rendering Team.
- Render Wrangling.

TECHNICAL SKILLS

- Scrum Master - Sprint Planning
- Windows/Linux/Mac OS
- Command Line Interface
- Rapid Prototyping
- Microsoft Office Suite
- 3D Modelling/Texturing/Lighting
- Jira/Confluence

EDUCATION

BFA 3D Digital Design
& Concentration in Advertising and Public Relations

Rochester Institute of Technology
New York, USA