

YOGESH SAIL

LIGHTING AND CG GENERALIST

DEMO REEL - https://youtu.be/d_KkJeLD6uc

ABOUT ME

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EDUCATION

SSc

I.E.S.V. N Sule Gururji

Dadar

**T. Y. Bachelors in Mass Media
(Advertising) 2005**

G. N Khalsa College, Matunga

Mids animation school 2009

Andheri.

Specialisation Course in animation.

SKILLS

Houdini	<div style="width: 80%;"></div>
Maya	<div style="width: 90%;"></div>
3ds Max	<div style="width: 85%;"></div>
Aftereffects	<div style="width: 95%;"></div>
Nuke	<div style="width: 70%;"></div>
Photoshop	<div style="width: 80%;"></div>
Vray	<div style="width: 85%;"></div>
Arnold	<div style="width: 75%;"></div>
Redshift	<div style="width: 60%;"></div>
Substance	<div style="width: 40%;"></div>
Python	<div style="width: 20%;"></div>
Teamwork	<div style="width: 90%;"></div>
Creativity	<div style="width: 95%;"></div>
Activity	<div style="width: 80%;"></div>

I've always been passionate about movies and the entertainment industry. With a keen eye for beauty and a mind full of stories, I've gained valuable experience on various projects. I'm motivated, reliable, detail-oriented, and enjoy collaborating with other creative professionals to craft compelling narratives. I've been fortunate to work in studios involved in movies, TV series, commercials, short films, games, and architectural work. My goal is to become an established CG artist, meeting all project needs.

EXPERIENCE

Technicolor, THE MILL, Lighting Artist (Lighting) November 2023 - Till Now
Mumbai, Maharashtra. <https://themill.com/>

Upon joining The Mill, a renowned creative content studio THEMILL.COM I led the multiple projects as a lighting artist. I extensively utilized Houdini, alongside Maya, and embraced Solaris for internal tasks, enhancing my technical proficiency. This experience improved my efficiency and ability to meet tight deadlines. I was fortunate to work on various commercials like :

Hennessy, Palantir Maestro, Mithcelob ultra, corcept marionette, capital group, HBO house of dragon trailer, Verizon super bowl and many more

- Leading projects
- Lighting and setting the key shots
- Presenting the shots to supervisors as well as to homesite
- Resolving the technical deficulties in lighting scene and rendering

DNEG, Lighting TD(Lighting & CG Generalist.) February 2023 - August 2023
Mumbai, Maharashtra. <https://www.dneg.com/>

Starded working as a lighting TD for vfx films and tv series in Dneg. In this studio got the chance to work on various aspects of vfx lighting required for completion of the shot. Got an opportunity to work on CLARISSE software for lighting where i learnt new things like creating the configs for the shot and editing the same. Was responsible for lighting the shot and look after technical difficulties where ever required. Also gained some knowledge regarding the shot configuration and python scripts and got very interested to learn more about python. I was fortunate to work on Film and tV series like :

**Coyote VS Acme (upcomming Film)
All of Mankind Season 4 (TV series)**

- - Lighting and rendering the shots
- updating the config file for shot for any updates

GETAFIXX-I, Team lead (Lighting & CG Generalist.) April 2011 - February 2023
Mumbai, Maharashtra. <https://getafixxi.com>

This studio is where myself evolved as CG generalist artist and gone to supervise team for CG work. Also gained valuable experience by working on some great projects and commercials. Worked on many many commercials which thought many aspects of CG required for commercials. Always keen to learn new software's which give more options to create believable realistic work for studio. Fortunate to work on brands like

Amazon, Honda, Ford, Oreo, Cadbury - Dairymilk, ITC - Fabelle, Lakme, Kellogs, Horlicks, Ponds, 7up, Nivea and Many more.....

- Communicating With clients for job briefing and delivery.
- Supervised Multiple Projects at once and meet their deadlines.
- Delegated tasks & Co-operated closely with other artist to obtain final results.
- Created High Quality and realistic 3d output.
- Worked on 3ds Max, Maya & aftereffects for most of artwork as per requirement of completion of job. Textured assets for rendering and optimized shader.