Nitin Garg

3D Texturing & Look-development

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Montreal, Quebec, Canada
Citizenship: Canadian

Senior Texture and Look Development Artist with extensive experience in both Animation and VFX. Specialized in creating stylized and photorealistic textures for characters, props, and environments. Skilled in shader development, workflow optimization, and team mentorship.

WORK EXPERIENCE

Senior Texture and Look Development Artist – Cinesite | Feb 2024 – Present
Montreal, Canada
Credits – Smurfs, G20

- *Collaborated closely with Cinesite's Feature Animation division and developed stylized and photorealistic textures for hero vehicles and large-scale organic assets ensuring consistent quality across sequences.*
- Spearheaded a key R&D initiative for previs workflows from Maya to Unreal Engine, demonstrating improvements in iteration speed and visual fidelity via real-time rendering.

Senior Look Development Artist – Digital Domain | Jul 2023 – Aug 2023
Montreal, Canada
Credits – The Electric State

- *Performed look development and shader work in Houdini within a USD pipeline, focusing on detailed robot assets for close-up shots.*

Senior Texture and Look Development Artist – Folks VFX | Jun 2022 – Jul 2023
Montreal, Canada
Credits – Wednesday (Netflix), Titans | DC, The Creator, Ant-Man and the Wasp: Quantumania

- *Created character shaders/masks for FX-driven reveals ('Wednesday'); authored primary shaders and additional details for the hero Ant-Man character ('Ant-Man').*
- *Ensured visual consistency for shared hero assets on 'Ant-Man' and 'The Creator' within multi-vendor pipelines by precisely recreating shaders to match look and fidelity based on references (models, textures, renders) provided by partner studios.*

Senior Texture Artist – DNEG | Jun 2021 – Jun 2022
Montreal, Canada
Credits – Aquaman and the Lost Kingdom, Borderlands, Moonfall

- *Developed textures for diverse assets including photorealistic principal digital doubles and complex, large-scale hero environments and creatures featuring organic surfaces and gore effects.*

Senior Texture and Look Development Artist – Mr. X Inc. | Feb 2019 – Jun 2021
Toronto, Canada
Credits – Foundation (Apple TV), Raised by Wolves, See Season 1, The Nevers, Messiah (Netflix),
Awake (Netflix), Snake Eyes: G.I Joe Origins

- *Developed comprehensive training documentation and significantly streamlined the onboarding process for new artists, reducing ramp-up time to production readiness.*
- *Contributed texturing and shading across diverse projects, handling assets ranging from large-scale environments and vehicles to complex hero props with unique material requirements.*

Senior Surfacing Artist – Qvisten Animation | May 2018 – Nov 2018
Oslo, Norway
Credits – Captain Sabeltann and the Magic Diamond

- *Contributed towards establishing the look and technical pipeline for studio's major animated feature.*
- *Developed the final look for the principal character and hero environments and built a reusable material library for visual consistency.*
- *Used Zbrush to increase modeling and texture detail for closeup assets.*

Texture and Look Development Artist – Blur Studio | Feb 2017 – Apr 2018
Culver City, California, USA
Credits – Lawbreakers Cinematic Trailer, Far Cry 5, Honor of Kings, Love Death + Robots Season1

Texture and Lighting Intern - NASA Goddard - USRA | Jun 2016 – Aug 2016
Savannah, Georgia, USA
Credits – ICESat-2 Earth Science Mission PSA Film

Surfacing Artist – DreamWorks Animation | Aug 2010 – Jul 2015
Bangalore, India
Credits – Puss in Boots, DreamWorks Dragons: Riders of Berk, Madagascar 3, Penguins of Madagascar, Madly Madagascar, Kung Fu Panda, Secrets of the Scroll, Puss in Boots: The Three Diablos

- *Included a brief stint coordinating tasks as acting show lead for a small team (4 artists) on the 'DreamWorks Dragons Riders of Berk' TV series.*

EDUCATION

Master of Arts, MA – Visual Effects
Savannah College of Art and Design, Savannah, USA - 2016

Bachelor of Science, BS – Information & Technology
Sikkim Manipal University, India – 2014

Professional Diploma – Visual Effects
Gnomon School of Visual Effects, California, USA - 2009

SKILLS & SOFTWARE PROFICIENCY

Core Skills:

- Stylized and Photorealistic Texturing (Animation and VFX)
- Shader Network Development & Debugging
- Polygon Modeling and UV Unwrapping
- Scene Lighting and Rendering (Offline and Realtime)
- VFX and Animation Pipeline Understanding
- Workflow optimization and Documentation
- Training and Curriculum Development

Software Expertise:

- **Texturing:** Substance Painter, Mari, Photoshop, ZBrush
- **Shading & Rendering:** 3DS Max, Maya, Arnold, RenderMan, V-Ray, Houdini
- **Real-Time:** Unreal Engine
- **Compositing:** Nuke

RECOGNITION

The Guide Award 2005 – DreamWorks Animation
Bangalore, India

Awarded for training new hires and helping to redesign the training curriculum