Nitin Garg

3D Texturing, Shading & Visualization

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Montreal, Quebec, Canada
Citizenship: Canadian (Originally from India)

Accomplished CG Artist with 14+ years delivering high-quality visuals for animation and VFX. Highly adaptable and quick learner, proficient across diverse technical pipelines including texturing, look-development, shading, lighting, and rendering (offline & real-time) for both photorealistic and stylized projects. Passionate about enhancing team capabilities through creating detailed documentation, optimizing workflows, and delivering effective training.

WORK EXPERIENCE

Lead Texture Artist – Cinesite | Feb 2025 - Present

Montreal, Canada

- Lead a team of Texture Artists, defining the final look and quality standards for key assets across major, unannounced VFX projects.
- Spearheaded a key R&D initiative, collaborating with the Layout department to transition previs workflows from Maya to Unreal Engine, demonstrating significant improvements in iteration speed and visual fidelity via real-time rendering.
- Collaborate closely with cross-functional departments and global Cinesite studios (Germany, London, Vancouver) to streamline workflows and ensure seamless asset integration.

Senior Texture and Shading Artist – Cinesite | Feb 2024 – Feb 2025

Montreal, Canada

Credits – Smurfs, G20

- *Collaborated closely with Cinesite's Feature Animation division, developing highly realistic textures and complex shaders for hero vehicles and large-scale organic assets (e.g., trees).*
- *Authored ultra-high-resolution textures and detailed shader networks designed to maintain visual fidelity under extreme close-up camera angles, ensuring final quality for 4K renders across assigned projects.*

Senior Shading 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 Shading 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 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 highly detailed textures for diverse, high-profile assets including photorealistic principal digital doubles and complex, large-scale hero creatures featuring organic surfaces and gore effects.*
- *Executed texturing for massive-scale, intricate hard-surface assets such as space stations and environmental structures requiring meticulous detail.*

Senior Texture and Shading Artist – Mr. X Inc. | Feb 2019 – Jun 2021

Montreal, 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 high-quality texturing and shading across diverse projects, handling assets ranging from large-scale environments and vehicles to complex hero props with unique material requirements.*

Senior Shading Artist – Qvisten Animation | May 2018 – Nov 2018
Oslo, Norway
Credits – Captain Sabeltann and the Magic Diamond
- *Contributed significantly to establishing the look and technical pipeline for studio's major animated feature.*
- *Developed the main character's texture/shader pipeline, executed look development for hero assets (ship, environments), and built a reusable material library for visual consistency.*

Texture and Shading 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

Texture and Shading Artist – DreamWorks Animation | Aug 2010 – Jul 2015
Bangalore, India
Credits – Puss in Boots, DreamWorks Dragons: Riders of Berk, Madagascar 3, Penguins of Madagascar
- *Included a brief stint coordinating tasks as acting show lead for a small team (4 artists) on the 'DreamWorks Dragons' 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

SOFTWARE PROFICIENCY & SKILLS

Core Competencies:

- Texture Painting and Look Development (Photorealistic and Stylized)
- Material and Shader Authoring (PBR Workflow)
- Scene Lighting and Rendering (Offline and Realtime)
- VFX and Animation Pipeline Understanding and Development
- Workflow optimization and Documentation
- Training and Curriculum Development

Software:

Autodesk Maya, Autodesk 3ds Max, Epic Unreal Engine, SideFX Houdini, Chaos V-Ray, Pixar Renderman, Autodesk Arnold, Foundry Mari, Adobe Suite, Adobe Substance Painter, Foundry Nuke

RECOGNITION

The Guide Award 2005 – DreamWorks Animation
Bangalore, India

Awarded for training new hires and re-designing the training curriculum

PERSONAL PROJECTS (AI Assisted)

- Developed workflow enhancement scripts using Python for Maya and Substance Painter.
- Conceptualized, designed logic for, and directed AI tools to build a functional cross-platform recipe sharing mobile app (iOS/Android) and a Pantone color utility web app.