# **GLKUMAR**

### **Dreamer & Doer**

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- **Pangalore**, INDIA



## **EXPERIENCE**

### Co-founder / Director

#### **VA Studio**

- Lead a team of 40 experts... the best in their respective fields. Our crew includes architects, interior designers, landscape designers and 3D artists.
- Optimised delivery processes keeping customer needs as paramount and yet maintain time & fiscal efficacy!
- Built entire pipeline from scratch.
- Implemented smart tools to help artist to make most of their time.
- Setup interactive department which added lot of value to bussiness.

### **Lead Texture Painter**

#### **Rhythm & Hues Studios**

∰ Apr 2010 - Jan 2014 ♥ Hyderabad

- Lead texture paint team in Hyderabad facility.
- Main responsibility, painting high-quality photo realistic texture for Hollywood films.
- Helping artists with creative and technical aspects whenever they need.
- Testing new tools and worked with software team to create new tools to improve efficiency.
- Involved in recruiting and analyzing the artist's skill set.

#### Surface Artist

#### **Prana Studios**

- Establishes the look and qualities of characters, props and environments.
- Handles the more complex and technically demanding Surfacing setups.
- Troubleshoots creative and technical issues as they arise.

### **Texturing Artist**

#### **BIG Animation**

iii July 2007 - Oct 2009 ♀ Pune

- Involved in early project R&D.
- Setting up look and creating shader templates for artist to start with.
- Creating optimized shaders for complex character and huge landscapes.

# **TECHNOLOGIES**

VFX 3D AR Virtual Reality

Interactive Content

#### Tools

Maya Arnold Mari Unity
Unreal engine Substance painter
Photoshop

## **EDUCATION**

#### Graduation

**Osmania University** 

1997 - 2000

# **STRENGTHS**

**Designing & 3d Shading** 

**Quick adaptability** 

**Understanding** 

# **BELIEF**

Miracles can happen. If you have desire to make it happen.