



# DAVID RAGHAVAN

LIGHTING | COMPOSITING | TECHNICAL DIRECTION

WWW.DAVIDRAGU.COM

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## PROFILE

Visual Effects Artist and Technical Director with a focus in lighting, rendering, and compositing CG elements for film, games, theme parks, and feature animation. Strong background in project management, programming, process engineering, and pipeline development. Solid problem solving, communication, design, and organizational skills. Enthusiastic team player with the ability to multi-task and deliver under tight deadlines. Strong knowledge of Nuke, Maya, Unreal, Houdini, and Shotgun, as well as proprietary tools from studio pipelines.

## EXPERIENCE

**Halon Entertainment** - Los Angeles, CA November 2020 - Present

*Lead Lighting Artist - Fortnite*

- Leadership and creative direction for lighting of in-game assets using Unreal Engine
- Development of workflows and pipeline efficiencies to deliver high-quality imagery under tight deadlines
- Lighting, layout, and rendering of Fortnite game art and cinematics

**Walt Disney Imagineering** - Glendale, CA February 2017 - November 2020

*Imagineer, Senior Visual Effects Designer - Star Wars: Rise of the Resistance, Millennium Falcon: Smugglers Run, Ant-Man and The Wasp: Nano Battle!, Pandora: The World of Avatar, Pirates of The Caribbean, Guardians of the Galaxy – Mission: BREAKOUT!*

- Lighting, Compositing, and VFX design for Disney theme park media in California, Florida, Paris, Tokyo, and Hong Kong
- Creation and integration of photorealistic CG elements projected onto practical elements
- Development of tools and workflows, utilizing Nuke, Maya, V-Ray, and Houdini

**Dreamworks Animation** - Glendale, CA September 2015 - January 2017

*Lighting Artist - Trolls*

- Light shots using proprietary lighting pipeline based on key art and master rigs
- Distribute Nuke scripts and lighting rigs for sequence leads

**Blue Sky Animation Studios - 20th Century Fox Film**, Greenwich, CT November 2011 - January 2015

*Technical Director, Lighting/Compositing/Rendering - Ice Age Continental Drift, Epic, Rio 2, Peanuts*

- Develop tools to optimize workflows for lighting, compositing, and rendering tasks
- Compositing and mono finishing of animated features utilizing Nuke and proprietary rendering software
- Render assets from animation tests to final assets using in-house tools and Shotgun, maintaining 24/7 pipeline

**Freelance Visual Effects Artist**, NYC January 2010 - December 2011

- Lighting, texturing, and animation of photo-real 3D assets using Maya and Mental Ray
- Rotoscoping, color correction, and compositing in Nuke

**Time Warner Publishing Group** - NYC January 2006 - March 2011

*Business Systems Manager - Strategic Publishing Operations*

- Served as product manager for publishing systems, business intelligence, digital asset mgmt, and digital media initiatives (500+ users)
- Managed team of 20+ local/offshore developers, business analysts, and training analysts for custom-built software
- Prepared and delivered future release planning and integration presentations for senior stakeholders

**20th Century Fox** - Tokyo, Japan November 2004 - April 2006

*Business Analyst - Asia Pacific Application Support*

- Analyzed and developed technical solutions for 15+ global financial, creative, and marketing systems, working directly with senior management between various business units
- Provided application support and training to end-users across 14 countries with 350+ users

## EDUCATION

**New York University - CADA** September 2010 - December 2012

*Master of Science - Digital Imaging and Design*

Concentration in 3D Animation/Visual Effects

**The University of Texas at Austin** 1998 - 2002

*Bachelors of Business Administration - Management Information Systems*

## SKILLS AND INTERESTS

**Computer:** *Design:* Maya, Unreal, Houdini, PFTrack, Adobe Creative Suite, Nuke, Final Cut Pro, Mental Ray, Arnold, V-Ray  
*Development:* ASP, PHP, VBA, VBScript, JavaScript, C++, SQL Server, MySQL, UNIX, XHTML, Perl, CSS, XML, MEL, Python, PyQT

**Languages:** Basic Conversational Japanese and Italian

**Affiliations:** ACM SIGGRAPH (National and NY Chapter), NYU Digital Arts Network

**Hobbies:** Photography, Guitar, Scuba Diving, Cooking, Traveling (50+ countries)