

ashwininamdar

professor, storyteller, cg artist

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Professor of animation, experienced in teaching undergraduate and graduate classes in various aspects of animation. Proficient in Character TD with primary skills in 3D rigging and modeling. Knowledgeable in surfacing, animation and production pipeline.

EXPERIENCE

Savannah College of Art and Design, GA Sep 2009 - Present

Professor of Animation

Developing syllabi for graduate/undergraduate courses, teaching courses for rigging, modeling, surfacing, production & animation, paneling graduate reviews, supervising thesis committees and internships.

IV Jun 2019 - Feb 2020

Rigger

Rigging all main characters and hero props for 'The Carrier' - a Unity-based short film, writing scripts for animation-support, offering modeling critique based on topology and animation direction. Additionally, preliminary rigging of main characters and props for 'Sprout' - another Unity-based short film, offering modeling critique based on topology and animation direction.

The Quantum Storey Company, Inc. Aug 2018 - Apr 2019

Character Technical Director

Modeling, texturing and rigging characters based on the famous 'Hotel Transylvania 3' characters for a Unity based VR book titled 'Hotel Transylvania 3 Virtual Vacation' which was published in collaboration with Sony Pictures Home Entertainment.

Jump Games Pvt. Ltd., India Jan 2007 - Jul 2007

Senior Animator/Rigger

Creating rigs and animations for games based on wireless devices, coordinating with the programmers to solve technical issues, training junior riggers and animators.

Nazara Technologies Pvt. Ltd., India Jun 2005 - Dec 2006

Senior 3D Graphic Artist

Creating 3D and 2D graphics for games based on wireless devices, coordinating with programmers and game designers to find aesthetic and technical solutions, recruiting and training junior artists.

EDUCATION

Savannah College of Art and Design, GA Nov 2009

MFA in Animation

Course of study focused on character TD, 3D modeling, life drawing, cartoon and naturalistic animation and motion capture technology.

Xaviers Institute of Technology, Mumbai, India Aug 2005

Advanced Diploma in 3D Computer Graphics

Course of study focused on the study of Maya, 3ds Max and Photoshop, and collaborative film making.

Mumbai University, Mumbai, India Jul 2005

BE in Electronics and Telecommunication

Course of study included C, basics of C++, satellite communication and electrical networks.

PANELS

DragonCon, GA 2017

Panelist for event 'Making & Breaking Down an Animated Short'

Northwest Animation Festival, OR 2017-18

Juror

SIGGRAPH-Asia Computer Animation Festival, Thailand 2017

Juror

SIGGRAPH S3R3 2019

Portfolio Reviewer

MEMBERSHIPS

Visual Effects Society (VES)

Active Member

ACM-SIGGRAPH

Pioneer Member

ASIFA-Hollywood

Professional Member

AWARDS/RECOGNITION

1st Silver Salt Animation Festival 2010, India Feb 2010

Special screening of animated shorts 'The Waiting Chairs' and 'The Same Station'.

International Digital Cinema Festival, China Nov 2009

Special screening of animated shorts 'The Waiting Chairs' and 'The Same Station'.

Kinofest 2009, Romania Oct 2009

Animated short 'The Waiting Chairs' won the competition in the Micromovie category while the short 'The Same Station' was selected for competition in the same category.

BitFilm 3D Award Festival 2009, Germany Jul 2009

Animated short 'The Waiting Chairs' nominated in the FX Mix category.

more at www.iashwin.net/recognition