



**TANMOY
ROY**

LIGHTING / COMP / GENERALIST »

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Summary

With 10+ years in the film industry, I'm an adept CG generalist, focusing on lighting, and comp. My passion for innovation and artistry, along with skills in lighting, lookdev, Comp, Unreal Engine and Python, enhance my contributions to high-profile projects. I thrive in collaborative environments and consistently push creative boundaries.

Skills

◆ CG Lighting ◆ Lookdev ◆ Compositing ◆ Unreal Engine ◆ Mel/Python programming

Experience

◆ ZEBU ANIMATION STUDIOS, Bangalore – Jan 2024 - Present

Unreal TD

- Troubleshooting and helping the Unreal Engine lighting and render team, and making the post pipeline more efficient.

◆ DNEG, Bangalore – Oct 2022- Dec 2023

Lighting & Compositing artist

- Key lighting and comp, sequence/shot lighting, both for vfx and feature animation.

◆ MIKROS ANIMATION, Bangalore – Feb 2022- Oct 2022

Lighting & Compositing artist

- Key lighting and comp, sequence/shot lighting, pipeline troubleshoot and technical help.

◆ TECHNICOLOR INDIA , Bangalore – Jan 2021- Feb 2022

Lighting & Compositing artist

- Key lighting and comp, sequence/shot lighting, pipeline troubleshoot and technical help.

◆ BFXCGI (earlier known as Blowfishfx), Kolkata - 2014-2021

Lead Generalist, Lookdev and lighting artist

- Finalize sequence look, lighting, develop light rig, render template, master comp, managing lighting team and trouble shoot queries. I Built the in-house postproduction pipeline with Python as well.

◆ TRIPWIRE VISIONWORKS, Kolkata - 2012-2014

Postproduction Generalist

Education

Advance Diploma in 3d Animation- 2010
MAAC, KOLKATA

Higher Secondary-Science stream- 2008
SANIPUR MUNICIPAL HIGH SCHOOL, SANTIPUR

Languages

Bengali – English – Hindi

Projects

◆ That Christmas (lighting, comp) ◆ Lift (lighting) ◆ SpongeBob: Saving Bikini Bottom (lighting, comp) ◆ The Croods : Family Tree (lighting, comp) ◆ Klick- Holiday video 2020 (lighting TD) ◆ Hero Books (lighting) ◆ Bilal: A New Breed of Hero (cfx) ◆ Space Dogs Tropical Adventure (lighting) ◆ COD WW-II (Lookdev) ◆ The Elfkin: Baking a Difference (lighting, lookdev) ◆ Second one to know (lighting TD) ◆ Lego Hidden Side (lighting TD) ◆ Space Dogs 2 Moon Adventure (lighting) ◆ Space Dogs Funny Family (lighting) ◆ The 7th Dwarf (Lookdev) ◆ Mavka (lighting, lookdev) ◆ Rusty Knight 2 (lighting) ◆ Kong Kong Land (lighting) ◆ The Viking (lighting, lookdev) ◆ Arrival (lighting, lookdev) ◆ September Eleven 1683 (VFX artist) ◆ and other numerous in-house shorts.

For a detailed and updated portfolio please visit "www.cgcraft.in" or "Artstation" and my "[Vimeo](https://www.vimeo.com/tanmooycgartist)" channel.