



TANMOY ROY

GENERALIST / LIGHTING / VFX
COMPOSITOR

CONTACT ME

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ABOUT ME

I'm a CG Generalist and VFX artist currently working at BFX CGI Kolkata as same. I am all responsible for all the vfx things happens in the studio.

I'm well versed with the CG production pipeline, tools and have an experience of 6+ years in the CG industries (Film and TV).

I'm enthusiastic, eager to learn, positive, team-player, web-geek and a funky guy.

WORK EXPERIENCE

2014 - Present 3D GENERALIST / VFX COMPOSITER
I'm currently working at **BFX CGI**. Here I'm simulating cloth- hair for 3d characters, doing light for scenes, some shading in v-ray, Arnold and also doing compositing as well as VFX simulation.

2011-2014 3D GENERALIST / VFX COMPOSITER
The 2nd studio i worked as cg generalist is **TRIPWIRE VISIONWORKS**. Here also i had to deal with lighting, shading, simulations, pyro fx and sometime texturing as well as some short of bg modelling.

2010-2011 POSTPRODUCTION GENERALIST
I was involve in lighting, shading, compositing and simulation in several project at **Blowfish FX** studio in Kolkata.

AWARDS

BEST ANIMATED SHORT (BRONZE) 7th 24fps international animation award. for the short "La Statue".

VIEWER'S CHOICE & BEST SHORT (SILVER) VFX War 2009 organized by MAAC. for a personal vfx short entry to the competition.

OTHER AWARDS Cgsociety Lighting Challenge award, Cgsociety FX Wars Challenge.

EDUCATION

2007-2010 MAYA ACADEMY OF ADVANCED CINEMATICS
I graduated the "Advance Diploma in 3d Animation" from this institute in Kolkata, India.

1996 - 2007 SANTIPUR MUNICIPAL HIGH SCHOOL
I did my Schooling from this institute. I graduated 10th std & 12th std with Science Stream with 76% and 63% marks overall on respectively .

SKILLS

- Maya (working knowledge)
- 3ds Max (working knowledge)
- Nuke (working knowledge)
- Other CG related software (After effect, Photoshop, Pf track, Speed-tree, Realflow and Mel Scripting etc.)
- FX Simulations (Fire, Smoke, Cloth, Hair, Water, Pyro, destruction, rain, snow etc.)
- Lighting, Shading & Rendering (VRay, Arnold, RenderMan, Mentalray, etc.)
- Compositing (Nuke, After Effect)
- Modeling, Texturing & Animation (3dsMax, Maya, Substance)

PROJECTS

- Bilal: A New Breed of Hero (Simulation Artist) ♦ COD WW-II (Lookdev) ♦ Mavka (Lookdev) ♦ September Eleven 1683 (VFX artist) ♦ Space Dogs 2 Moon Adventure (lighting artist) ♦ Space Dogs Funy Family (lighting artist) ♦ Rusty Knight 2 (lighting artist) ♦ Kong Khong Land (lighting Artist) ♦ The Viking slot game trailer (VFX artist) ♦ Arrival slot game trailer (VFX artist) ♦ Il sogno del maratoneta (VFX artist)
- ♦ As lighting, compositing and VFX artist for other numerous inhouse shorts.

For a complete and detaild portfolio please visit my website "www.cgcraft.in" and "Vimeo" channel.