

ASHUTOSH THAKRE

Lighting & Look Development TD

Hi, I am a storyteller and a professional VFX Artist who is obsessed with film, photography & all things technology! It is my goal to work on the most artistic and challenging projects bringing out the best of my skills and growing everyday as an artist!



Work Experience

Anibrain

Lighting & Look Development TD (Mid Level)
Pune
Current
[May 2024 - Present]

DNEG

Lighting TD (Mid Level)
Mumbai
1 Year 3 Months
[Jan 2023 - Apr 2024]

Features:

- That Christmas (2024)
- Time Bandits (2024)
- Masters of the Air (2024)
- Munjya (2024)
- Emergency (TBR)

MPC VFX

Lighting Artist
Bangalore
1 Year 4 Months
[Oct 2021 - Jan 2023]

Features:

- Sonic the Hedgehog 2 (2022)
- Nope (2022)
- The Swarm (2023)
- Ant-Man and the Wasp: Quantamania (2023)

Salvation Games (Internship)

Character Modeling, Texturing
Work from Home
1.5 Months
[Nov - Dec 2020]

Science Gallery Bengaluru (Internship)

3D Animation, Visualization
Work from Home
2 Months
[Jul - Aug 2020]

HYVE Studio (Internship)

Animation, Modeling
Gurugram
2 Months
[May - June 2019]

Bone Game Studios (Freelance)

Hard Surface Modeling
Work from Home
4 Months
[Dec 2018 - Mar 2019]

Technical Skills

-  SideFX Houdini
-  Foundry Katana
-  Autodesk Maya
-  Foundry Nuke
-  Autodesk Arnold
-  Pixar Renderman
-  Unreal Engine 5
-  Adobe Premiere Pro
-  Adobe Photoshop
-  Adobe Lightroom

Python 3 Basics

Education

Srishti Institute of Arts,
Design & Technology
Digital Media Arts B.Cr.A (B.F.A.)
2017 - 2021

The Shri Ram School
Aravali
ISC Board 10+2
2005 - 2017

Contact

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Interests

Photography & Editing
Cinematography
Creative Writing
Film Critic:
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