

# 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

#### DNEG

Lighting TD (Upper Mid Level)  
Bengaluru  
Present  
[ Dec 2025 - Present ]

#### Anibrain

Lighting & Look Development TD (Mid Level)  
Pune  
1 Year 8 Months  
[ May 2024 - Dec 2025 ]

#### Features:

- Poker Face Season 2 (2025)
- I, Object (TBR)

#### DNEG

Lighting TD (Mid Level)  
Mumbai  
1 Year 4 Months  
[ Jan 2023 - Apr 2024 ]

#### Features:

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

#### MPC VFX

Lighting Artist  
Bengaluru  
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
- Houdini Solaris
- Autodesk Maya
- Foundry Katana
- Foundry Nuke
- Autodesk Arnold
- Pixar Renderman
- Unreal Engine 5

Python 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

### Interests

Photography & Editing  
Cinematography  
Creative Writing  
Tennis

### Contact

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