

Texturing / Look Development

ShowReel Link: <https://youtu.be/Dfy9qiDCSes>

EXPERIENCE :

17 plus years
+ 5 years (as a Graphic Designer & Faculty)

SOFTWARE PROFICIENCY:

Autodesk **Maya, Mudbox, 3D Studio Max**
Adobe **Substance Painter, Photoshop**
Foundry **Mari, Katana, Nuke**
SideFx **Houdini**
Clarisse
Maxon **Z Brush, Bodypaint 3d**
Headus **UV Layout**

Render Engines: Renderman, Arnold, Karma-Solaris, Mantra

other Softwares: After Effects, Premiere, LightRoom

Graphic Designing: Adobe Illustrator, Corel Draw, Page Maker, MS Office (Word, Excel, Power Point)

Operating Systems: Windows Family, Linux
(Operating System Troubleshooting & Maintenance skills)

PROFESSIONAL EXPERIENCE:

Last worked for **Outpost VFX**, Mumbai (WFH) as a **Texturing / Look Development Artist** from October 2025 to February 2026.

Movies / OTT Movies / Series:

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|---|--|
| ✚ Godzilla (2014) | Maleficent (2014) |
| ✚ Guardians of Galaxy (2014) | Fast and Furious 7 (2015) |
| ✚ Exodus: Gods and Kings (2014) | Cinderella (2015) |
| ✚ Batman Vs Superman: dawn of Justice (2016) | Spectre (2015) |
| ✚ Jungle Book (2016) | X-Men: Apocalypse (2016) |
| ✚ The Legend of Tarzan (2016) | Independence Day: Resurgence (2016) |
| ✚ Passengers (2016) | Ghost In the Shell (2017) |
| ✚ King Arthur (2017) | Justice League (2017) |
| ✚ Pirates of Caribbean: Dead men tell no tales (2017) | Wonder Woman (2017) |
| ✚ The Mummy (2017) | The Predator (2018) |
| ✚ Dumbo (2019) | Godzilla: King of the monsters (2019) |
| ✚ POKEMON: Detective Pikachu (2019) | X-Men: Dark Phoenix (2019) |
| ✚ AD Astra (2019) | Sonic The Hedgehog (2020) |
| ✚ West Side Story (2021) | Cruella (2021) |
| ✚ Finch (2021) | Valhalla (2019) |
| ✚ Snake Eyes: G.I. Joe Origins (2021) | Nightmare Alley (2021) |
| ✚ Home Sweet Home Alone (2021) | Prey (2022) |
| ✚ The Adam Project (2022) | Texas Chainsaw Massacre (2022) |
| ✚ Resident Evil: Death Island (2023) | Coyote vs. Acme (2023) |
| ✚ Fighter (2024) | Godzilla x Kong: The New Empire (2024) |
| ✚ Kalki 2898 AD (2024) | Saving Bikini Bottom (2024) |
| ✚ Kannappa (2025) | |

And simultaneously worked as **Texturing / LookDev Lead** for all shows MPC and Mr.X shows.

Jungle Book is the huge show in my **VFX** career which one achieved **Oscar Award** for best VisualFx work.

-We touched every tree, plant, creep, grass, stone, cliff, rock, pebble, animal and many more in the Mowgli's kingdom

-We created tons of hi-res trees, logs, stones and cliffs through the Autodesk **ReCap Photo Scan** software.

Supported....
Mill Film -worked for 2 movies
Mr.X -worked for 7 feature film streaming shows (**Houdini** pipeline)
ReDefine -worked for 4 shows

Worked in **24 Frames Factory**, Hyderabad
as a **LookDev / Lighting Lead** from September 2024 to April 2025

Worked in **DNEG**, Bangalore Branch
as a **Texturing Lead / LookDev Artist** from December 2021 to October 2023

Worked in **MPC**, Bangalore
as a **LookDev/Texturing -Artist/Lead** from July 2013 to November 2021

Worked in **TATA Elxsi**, Bangalore/Mumbai
as a **Texturing Artist** from July 2011 to July 2013

Worked in **Technicolor India Pvt. Ltd.**, Bangalore
as a **Texturing Artist** from Nov 2010 to July 2011.

Worked in **Wizcraft India Limited**, Mumbai
as a **Texturing Team Lead** from April 2009 to Nov 2010.

Worked in **Maya Entertainment Limited**, Mumbai
as a **Texturing Artist** from June 2007 to April 2009.

Worked as a **Graphic Designer** in Utsavgraphics, Hyderabad from June 2001 to Sept. 2006.

Worked 1 year as a **Multimedia Faculty** in NIST, Hyderabad.

PROJECTS WORKED ON:

Project: **Rise of the valiant Indrajeeth**: is a stylized animated short film on how Meghanada, Ravana's son defeats the immortals and the God of Gods.

Client: Thought Cloud Studio -My Roles: **Texturing Lead** for overall project surfacing.

Project: **Maya the Bee**: A young bee named Maya has left her hive to discover the beauty and mysteries of nature with her friend Willy. *Client: Studio100* -My Roles: **Texturing Artist** for BG and props texturing.

Project: **Everything's Rosie** (1st and 3rd seasons): A 21st century rag doll Rosie and her friends living in a playhouse, embark on daily new adventures, facing triumph and disappointment as they learn the meaning of true friendship. *Client: VGI Entertainment* -My Roles: **Texturing Artist** BG and Props texturing.

Project: **Martha & Friends** (Animated Web Series –cartoon style render): The series follows 10-year old Lil Martha inspiring and showing her friends how easy and fun it is to uncap their creativity.

Client: A2E Productions -My Roles: **Texturing Artist** BG and Props texturing.

Project: **BARBIE -a perfect Christmas** (DVD Movie): This one is a Christmas based tale. In this film Barbie is playing the main role with her three sisters Skipper, Stacie and Chelsea.

My Roles: Texturing Artist for most of BGs, props and some characters' texturing.

Project: **Kung Fu Panda**: Just like Penguins, TMNT and Barnyard.. Nickelodeon was started new series from a hit movie Kung Fu Panda.

Client: Nickelodeon -My Roles: **Texturing Artist** for most of props and major assets texturing.

Project: **Ramayana The Epic** (feature film): 100 minute 3D animated film based on Indian mythology epic.

Client: In-house Production (Ketan Mehta)

My Roles: Texturing Artist for most of characters, props and some BG Texturing.

Project: **Toonpur Ka Super Hero** (feature film): 60 mins. character animation for a combination live action/animated Indian movie starring Ajay Devgan and Kajol as the lead pair.

Client: Climb Media/Eros Entertainment -*My Roles:* **Texturing Artist** for Character and BG texturing.

Project: **Cosmic Quantum Ray:** In 2009 the series beat out Nickleodeon, Disney and Cartoon Network to win the coveted Pulcinella Award for BEST TV SERIES. *Client:* Mike Young Productions LLC
-*My Roles:* **Texturing Artist** for characters, props and BG texturing.

Project: **Da Jammies:** The show centers on two groups of kids, the well-to-do Battle Brats from the burbs and inner city denizens Da Jammies.

Client: FarCor Entertainment -*My Roles:* **Texturing Artist** props and BG texturing.

Project: **Kingdom Of Dreams:** The magic of Indian Cinema comes alive in a stunning, electrifying on-stage spectacle. A world class theatrical, A Bollywood style Musical where the splendor of India comes alive in a mesmerizing on stage stunning drama with 4d features.

Client: Great Indian Nautanki Company Ltd. -*My Roles:* **Modeling** and **Texturing Lead** for overall project.

PILOTS:

How to Train your Dragon (DreamWorks)

Pathe (Polygon Pictures)

Heidi (Studio100)

Kochidian

O'Twins (Fusion Media)

PRESENTATIONS:

TCS Helix, TCS Ramanujan, TCS Rajarhat, (Client -TATA), **Deloitte** (Client -Deloitte),
Asian Beach Games 2010 (Client -Indian Government) -Modeling, Texturing and Motion Graphics
Oman Tattoo 2010 (Client -Oman Government), -Modeling, Texturing and Motion Graphics
ICC World Cup 2011 (Client -ICC) -Modeling, Texturing and Motion Graphics

and also worked for some ads, stage shows and cinematics.

MY WORK CAPABILITIES :

- ~ I can work for Cartoon, Photo-real or non-photo-realistic, showcase style projects.
- ~ Pipeline experience: **Katana, Houdini, Maya -Renderman, Arnold, Solari, Clarisse.**
- ~ Experience in building templates based on procedural and non-destructive workflows.
- ~ Good knowledge in PBR Shading networks and Shaders building.
- ~ I work closely with my asset supervisors, guiding and leading teammates as a mentor or lead to alleviate overall work pressure and ensure the smooth progression of the project.
- ~ With 6 years of previous experience and an additional 11 years in VFX, I have often solved various pipeline-related and Physically Based Renderer issues.
- ~ I can work under high pressure and meet tight deadlines, create team spirit in my team mates.
- ~ As I have worked as a graphic designer, I possess a good understanding of color theory and concepts.
- ~ I have a strong proficiency in Photoshop, designed lots of multicolor designs as a Graphic Designer.
- ~ **ZBrush** and **Mudbox** knowledge to achieve best texture results through **Normal** and **Displacement Maps**.
- ~ Painting skills to paint high-resolution **textures** with **Mari, ZBrush, Substance 3d Painter** and **Photoshop**.
- ~ Promising knowledge in Modeling, Lighting, uv-layouting with maya and industry prepared plug-ins.

OTHER EXPERIENCES :

- i) 5 years as a Graphic Designer
- ii) a) Worked as a **Editorial Group Member** for "**Chekumuki**" (Telugu children's science monthly), Sub-Editor for "**Maa Family Doctor**" (The Telugu Health Magazine.)

- b) 5 years as a **DTP / Graphic Designing** Faculty
- c) Worked as Teacher up to X Class in Maths and Science subjects for 4 years.
- d) One year as a Librarian

iii) Worked as a Story and Screen Play writer for an upcoming animation movie.

OTHER ACTIVITIES:

Photography, Photo Editing, Drawing, Painting, Digital Painting, Humanism Activist, Computer Gaming, Articles-Novels writing for Magazines, Books Reading, Playing Chess, Listening Music, Discussions about Scientific themes and Space Physics.

About Me:

Eldest son of Hemasundara Rao & Ankamma

Born on 13th Oct' 1976

Married with Sujatha -only daughter, Pranathi (8th Class)

Completed Intermediate (G.J. College, Palasa, -Andhra University)

(BFA- Distance education from KSOU- discontinued)

I run my own Youtube channel in my free time. I have worked as a freelance writer for Telugu Magazines focused on articles and stories. I have possess knowledge in Content Writing for Telugu Language.

My Fans & Favorites: Creative- Persons, Scientists, Cinemas, Books, Cartoon Movies, Works, Arts....

Present Address:

#212, Saphagiri Gokulam, Leaman Leaf Layout,
Kodigehalli Main Road, Ayyappa Nagar , K.R. Puram, Bangalore- 560067.

Languages Known: English, Hindi & Telugu

In view of the above, I request you be kind enough to give me an opportunity to serve your esteemed Organization in the capacity mentioned above, for which I shall be very thankful and grateful to you.

Thanking you Sir,

Yours sincerely

GIRIBABU BADI

Ph.: 9986186272