# **SONALI DUTTA**

Look Development Artist

1.778.848.9369



sonalid@mac.com



www.sonalid.net

## **ABOUT**

Look Dev artist for VFX and animation with additional skills in texture and groom. I have a passion for mentorship, and I'm a US Citizen and Canadian Permanent Resident.

# **SKILLS**

#### Software

- Maya
- Houdini
- Gaffer
- Nuke
- Substance Painter
- Substance Designer
- Mari
- XGen
- Unreal Engine
- Photoshop

#### Renderers

- Arnold
- RenderMan
- Mantra

#### **Artistic**

- Look Development
- Texturing
- Grooming Hair & Fur
- Lighting & Compositing
- Painting & Drawing
- Photography

# **EDUCATION**

# Savannah College of Art and Design

Savannah, Georgia, USA 2015 - 2019

- BFA in Visual Effects
- Magna Cum Laude

### **EXPERIENCE**

# Image Engine Design

Vancouver, BC, Canada

Senior Look Development Artist. 2023 - present

Look Development Artist. 2021 - 2022

- · Produced photorealistic shading for creatures, environments, props and vehicles for visual effects
- Developed physically-accurate light rigs to match live-action references
- Painted and procedurally generated textures for environments
- Trained new hires in studio pipeline and demonstrated Gaffer workflows

# **Blue Sky Studios**

Greenwich, CT, USA

Character Artist - Materials, 2019 - 2021

- Created materials using hand-painted and procedural techniques
- Debugged technical issues and wrote training courses and documentation within new USD, RenderMan, and Houdini pipeline

#### Character Intern, 2019

 Groomed and textured characters under the mentorship of senior artists from Fur and Materials departments

# Unreal Fellowship

Epic Games. 2021

- Learned fundamentals of Unreal Engine in 5 week course
- Created short film in Unreal including story, asset ingestion, layout, animation, mocap data integration, and lighting

# Women in Animation

Mentor. 2022 - present

- Led mentorship circles of 6 artists on breaking into the industry
- Held workshops for improving resumes, cover letters, and demo reels
- Demonstrated texturing, look development, and grooming workflows in Maya and Substance Painter

#### **CREDITS**

- Ahsoka (2023)
- Lift (2023)
- The Mandalorian: Season 3 (2023)
- Obi-Wan Kenobi (2022)
- Book of Boba Fett (2021-22)
- Hawkeye (2021)

- School for Good and Evil (2022)
- Snowpiercer: Season 3 (2022)
- Swan Song (2021)
- Nimona (2023)
- Scrat Tales (2022)