

www.sonalid.net sonalid@mac.com 1.778.848.9369

# **SKILLS**

## **SOFTWARE**

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

#### RENDERERS

- RenderMan
- Arnold
- Mantra

#### ARTISTIC

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

## **EDUCATION**

UNREAL FELLOWSHIP for Virtual Production March - April 2021

## SAVANNAH COLLEGE OF ART AND DESIGN Sept 2015 - May 2019 BFA in Visual Effects 2015-19, Savannah, GA Magna Cum Laude

# **EXPERIENCE**

## **IMAGE ENGINE DESIGN**

Look Development Artist. 2021 – present, Vancouver, BC, Canada

- Produced photoreal 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 and vehicles

#### **BLUE SKY STUDIOS**

Character Artist - Materials. 2019 – 2021, Greenwich, CT, USA

- Created materials using hand-painted and procedural textures
- Collaborated with art directors to achieve aesthetic goals on *Nimona* and *Scrat Tales* for characters and environments
- Debugged technical issues, wrote documentation, and trained other artists within new USD, RenderMan, and Houdini pipeline

Character Intern. 2019, Greenwich, CT

- Groomed and textured characters under the mentorship of senior artists from Fur and Materials departments
- Responsible for fur and materials for characters on Nimona

## MENTORED PROJECT, THE MILL

Savannah College of Art and Design. 2017, Savannah, GA

- $\bullet$  Collaborated with other VSFX students under the mentorship of senior artists from The Mill NY
- $\bullet$  Responsible for asset creation, lookdev, lighting, & compositing
- Integrated CG elements & effects onto live-action plates

### **COLLABORATIVE PROJECTS**

Wander. Animated short film. Technical Director, 2018 – 19

- Responsible for shading, surfacing, and grooming hero characters & assets
- Worked closely with large team to achieve final look of assets and met tight deadlines during regular dailies
- Created "how-to" guides for teammates and assisted in troubleshooting any technical issues

# **CREDITS**

- The Mandalorian: Season 3 (2023)
- Obi-Wan Kenobi (2022)
- Hawkeye (2021)
- Book of Boba Fett (2021-22)
- School for Good and Evil (2022)
- Snowpiercer: Season 3 (2022)
- Swan Song (2021)
- Nimona (2023)
- Scrat Tales (2022)