

Anshul Raskar

Technical Director · Pipeline TD · CFX Artist

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PROFILE

Animation/VFX technical artist who builds and deploys production tools and supports artists across departments. Hands-on studio experience in pipeline R&D, render optimization, and Data I/O — the tool-building, testing, and debugging this Technical Direction internship is built around. Comfortable in Python, bridging artists and pipeline to keep large productions moving.

MOST RELEVANT SKILLS

- **Programming:** Python scripting for pipeline tools and automation; troubleshooting and debugging artist-facing tools.
- **Computer graphics / DCCs:** Maya, Houdini, Nuke, Unreal Engine — the feature-animation/VFX stack named in the posting.
- **Pipeline:** pipeline R&D, in-house tool deployment, Data I/O systems, 3D asset management, render optimization.
- **Process:** documenting artist requirements, reporting to pipeline / Show TDs, cross-department technical support.

WORK EXPERIENCE

Junior Tech Support — Motion PhilmCGI Pvt Ltd

Dec 2023 – Apr 2024

- Led pipeline **deployment and setup of in-house tools for artists**, providing technical support across productions — directly parallel to crafting software that assists artists on a live production.
- Conducted R&D in **Arnold 7.3 GPU rendering, achieving a 45% reduction in render time**, improving studio efficiency.
- Served as primary **Data I/O** support, troubleshooting artist pipeline issues and streamlining asset-delivery workflows.
- Conducted R&D in hair and fur simulation using Xgen and Yeti.

Internship Trainee – Tech — Motion PhilmCGI Pvt Ltd

Jun 2023 – Nov 2023

- **Analyzed the studio pipeline to identify and document artist requirements**, reporting findings to the pipeline team with a focus on R&D improvements.
- Managed floor issues and reported to **Show TDs**; supported artists on technical challenges across departments.
- **Established and led the studio's Data I/O department**, overseeing asset intake and delivery.
- Led the **3D Asset Manager project** — layout, planning, and delivery of a digital asset-management system.

EDUCATION

Savannah College of Art and Design (SCAD) — Savannah, GA · BFA, Animation · 2024–2026

Sandip University — India · B.Voc, Animation & Graphic Design · 2021–2024

Srajan College of Design — India · Diploma in Animation · 2019–2021

SOFTWARE

Maya, Houdini, Nuke, Unreal Engine, Substance Painter, Photoshop, Illustrator, After Effects, Silhouette, DaVinci Resolve

TECHNICAL SKILLS

Python scripting · pipeline R&D · in-house tool development & deployment · Data I/O systems · 3D asset management · Arnold GPU rendering & render optimization · Xgen & Yeti (hair/fur) · CFX & cloth simulation · debugging & artist technical support