



## CONTACT ME

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- pixelsharma.net

## APPLICATIONS

**Maya**      **Houdini**  
**3DS Max**    **Adobe Creative Suite**  
**PFTrack**    **Substance Painter**  
**Nuke**

**HTML/CSS/JavaScript**  
Limited Working Proficiency

**Python/VEX**  
Limited Working Proficiency

## LANGUAGES

**English**      **Hindi**  
Native Proficiency    Native Proficiency

## CONNECT WITH ME

- [imdb.me/pulkitsharma](https://www.imdb.me/pulkitsharma)
- [artstation.com/pulkitsharma](https://www.artstation.com/pulkitsharma)
- [instagram.com/pixel\\_sharma](https://www.instagram.com/pixel_sharma)
- [linkedin.com/in/pulkitsharma007](https://www.linkedin.com/in/pulkitsharma007)

# PULKIT SHARMA

3D Generalist & FX Artist

## EDUCATION

- Jan 2019 - April 2020*  
**Seneca College**      DIPLOMA  
Interactive New Media
- Aug 2017 - Jan 2018*  
**Escape Studios**      CERTIFICATION  
Advanced 3D VFX & Houdini Dynamics
- Sep 2013 - Feb 2016*  
**Chapman University**      PARTIALLY COMPLETED  
2.5 years of Animation and Digital Arts courses

## EXPERIENCE

- February 2020*  
**Anthem AI (Explainer Video), Freelance Motion Designer**
  - Tasked to convert 50 PPT slides into explainer video style
  - Kinetic Typography on Voice-Over in After Effects
  - Delivered in 1 night working with 2 other artists
- July 2019 - August 2019*  
**Popped Culture (Demo), Freelance 3D Visual Effects Artist**
  - Created 3D Title sequence
  - Modelling, Procedural animated texturing of Earth on Lava in Maya
  - 4K rendering using Google Zync
  - Particle simulations in Houdini
- October 06 2018 - November 04, 2018*  
**Muse - Algorithm (Music Vvideo), Freelance Visual Effects Artist**
  - Designed and created UI elements and screens for each shot
  - UI Animation, Tracking, and Composite of elements on screens
  - Delivered 14 shots in 9 days

- December 2015 - February 2016*  
**Icarus (Short), Visual Effects Artist**
  - Animated futuristic HUD and UI graphics for screens and POV shots
  - Compositing those graphics on live action footage and rotoscoping

- January 2015 - May 2015*  
**Hum (Short), On-Set Assistant to VFX Supervisor and Visual Effects Artist**
  - Responsible for setting up chrome/grey ball and Macbeth charts, HDRI photos of the set, and cataloging focal length and camera height on day of shoot Previs animation, HUD and UI graphics, 3D matchmove