

Ritwik Giri

LIGHTING ARTIST

CONTACT

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Location: India

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SKILLS

- Lighting, Look-dev, Compositing
- Technical Direction
- Tools Write (Py) & Pipeline Dev
- Project Management
- Team-Leadership & Mentorship
- Cinematography

SHOWREEL

Link: www.ritwik-gaffer.art/work

TOOLS

- Katana (Specialist)
- Maya (General)
- Houdini (Lighting, Look-dev)
- Renderman
- Arnold
- Nuke (Compositing)
- Python / Lua (Scripting)
- PySide / TkInter (UI Tools, Dev)

EDUCATION

[Webel Animation Academy®](#)

Diploma
3D Animation & VFX film-making
2019

PROFILE

I am Ritwik Giri, a Lighting Artist for CGI & VFX films and episodic since 2019 based upon Maya, Katana, Renderman, Arnold, Nuke, etc. In collaboration with grate teams at various organizations, successfully delivered stunning images to the industry, like Marvel's Ant-man, Paramount's Transformers, Disney's Pinocchio, Ridely Scott's Napoleon and many more!

My expertise lies in swift and collaborative problem-solving, workflow efficiencies, developing scalable systems, creativity and visual excellence.

I believe in in my future timeline I will go ahead and help the world to create, enjoy, & to feel stunning imagery with light-camera-action, in a larger-than-life scale!

EXPERIENCE

➤ Sr. LIGHTING ARTIST

MPC – Moving Picture Company || April 2024 – Present

As a senior lighter at MPC, I spend every day by polishing my skills, learning and streamlining processes, maintaining sequence workflow, building pipeline tools, guiding artists, finishing assigned tasks with rebalancing key responsibilities and what I have learned till date.

- **Skills:**
 - Tool base- Katana, Nuke, Renderman, tractor, shotgrid, Python, Lua, PySide
 - Other skills-
 - ❖ Production-Schedules, shot-sequence management, mentoring artists, Team/sequence Leadership, etc.
 - ❖ Created a few pipeline/show level tools (nodes, scripts, UI tools) to make workflow smoother across the team/studio.
- **Projects:**
MUFASA_the Lion King (Disney), Kraven the Hunter (Marvel)

➤ KEY LIGHTING ARTIST (Mid-Sr.)

MPC – Moving Picture Company || Aug 2022 – April 2024

As a key lighting artist at MPC, everyday role was to validate tasks, contributing to the show sequence pipeline with various tools like gizmos, Macros, Templates, and other regular key responsibilities.

- **Skills:**
 - Tool base- Katana, Nuke, Renderman, tractor, shotgrid, Python, Lua
 - Other skills- mentoring artists, Team/sequence Leadership, etc
- **Projects:**
Napoleon (AppleTV), Ant-Man (Marvel), Transformers (Paramount), ARGYLLE (Universal), Snow White (Disney)

Ritwik Giri

LIGHTING ARTIST

AWARDS

THE SPOTLIGHT AWARD

Quarterly award at MPC, Technicolor
For Lighting Artist role - 2022

"For taking on challenges with grit
And executing remarkably"

-Biren Ghose

(Country Head, Technicolor India)

REFERENCES

Sourabh Mukherjee (Lighting Lead)

"It feels great when you have any
artist to rely on, Ritwik is one of the
few artists you can count on in any
circumstances.

Hardworking, Professional & Sincere
about the work what has been
assigned to him.

One of the Key Member in my team,
I wish all the very best to you and
keep on doing the good work !"

Abhishek Sarkar (Lighting Supervisor)

"I highly recommend Ritwik's name
as a lighting artist. Ritwik is amazing
at his job. He has good technical and
creative knowledge and he always
focused on his main goal. I would
love to work with him again."

Sai Santosh Kosuri (Lighting Lead ILM)

"Though it was a short span Ritwik
in my team, I found him going easy
with the flow, and accomplishing the task
he always improves himself, and doesn't
need any hand holding!"

EXPERIENCE

➤ Mid. LIGHTING ARTIST

MPC – Moving Picture Company || Aug 2021 – Aug 2022

As a shot lighting artist at MPC, major role was to do QC for the assigned tasks, tweaking light rig for shot, creating/refining HDRI ready rig, Pass creation/modification, optimization, stream-lining shot level processes.

- **Skills:**

- Tool base- Katana, Nuke, Renderman, tractor, shotgun, AutoPano
- Other skills- Communication, Render-Management, team responsibilities, review processes, etc.

- **Projects:**

Chip n Dale (Disney), Pinocchio (Disney)

➤ LIGHTING ARTIST

MPC & Mr.X – Technicolor || May 2021 – Aug 2021

In this training period at Technicolor, my primary focus was to learn the process, to deliver stunning images in a vast pipeline, managing time and working as a team, decision making, polishing my skills, etc.

- **Skills:**

- Tool base- Katana, Nuke, Houdini, Renderman, Shading, look-kdev, tractor, shotgun, AutoPano, Linux

➤ LIGHTING ARTIST

Cloud House Animation || Jan 2021 – May 2021

At CH studios, I have got a wonderful chance to work in a National TV show, as a lighting artist.

- **Skills:**

- Tool base- Maya, Nuke, Arnold, Redshift, deadline, RV

- **Projects:**

Ekans (CN)

➤ LIGHTING ARTIST (Freelance)

Aug 2019 – Jan 2021

As a freelance lighting & Comp artist, I have worked on a few Episodic, advertisements and Films VFX based upon Houdini, Maya, Arnold, Nuke.

- **Projects:**

BlueClues (Netflix), JAAR (Netflix Live-Action Feature), etc.