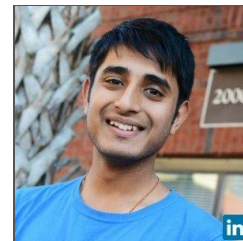# Harsh Agrawal
Lookdev Lead

| harsh2art@gmail.com
🌐 harsh2art.com/

Work History

Lookdev Lead & Sr. Texture
2020-12 - current
Industrial Light and Magic
Responsible for cross site development related to shading and rendering, keeping my teams need in mind. Lookdev work for environments and creatures on various shows to figure out efficient workflows, creating macros and unique looks.

Texture & Lookdev TD
2018-09 - 2020-12
Industrial Light and Magic
Texturing, grooming and look-development of digital doubles, characters and environments for movies including Avengers, Star Wars, Six underground and Jungle Cruise.

Character Shading TD
2017-07 - 2018-09
PIXAR Animation Studios
Texturing and Shading legacy characters for Toy Story 4 including Buzz Lightyear, texture pipeline development with Mari's Node Graph and Katana, look-dev, groom and simulation.

Character Shading Artist
2016-06 - 2016-08
PIXAR Animation Studios
Character and garment shading. Implementing BumpRoughness for RIS. Procedural shader development for crowds.

Technical Director Internship
2015-06 - 2015-08
PIXAR Animation Studios
Learned about different aspects of Katana, RIS and USD based pipeline.

RenderMan Internship
2014-06 - 2014-08
PIXAR Animation Studios
Responsible for testing, bug reporting and creating content for RenderMan 19/ RIS.

Concept/ Research
2014-01 - 2014-03
NASA Goddard Space Flight Center
Responsible for concept development and data visualization related to ICESAT-2 satellite.

Concept Artist
2013-09 - 2013-12
Microsoft
Responsible for interactive story development, concept art and environments in CLC.

Education

BACHELOR OF SCIENCE
2014 - 2017
City University of Hong Kong
MAJOR OF CREATIVE MEDIA AND COMPUTER SCIENCE, GPA 3.86 (Dean's List)

BACHELOR OF FINE ARTS
2012 - 2014
Savannah College of Art and Design
MAJOR IN VISUAL EFFECTS AND MINOR IN TECHNICAL DIRECTION, GPA 3.93 (Dean's List)

TOOL BAG

KATANA	SUBSTANCE	MARI
RENDERMAN	UVLAYOUT	MUDBOX
MAYA	QUIXEL	XGEN
PHOTOSHOP	BODYPAINT	HOUDINI
V-RAY	UNITY	ZBRUSH

PROGRAMMING

Python	Lua	RSL
MEL	HTML/CSS	OSL

PUBLICATIONS

3D World Magazine

RenderMan Shader Library

RenderMan Shading Tutorial

Bump Roughness

AWARDS

Autodesk Certified Professional - Maya

Outstanding Academic Achievement Award

SCAD Academic and Artistic Honors (100% Scholarship)

Zonal Informatics Olympiad

ShooBh Arts International Painting Competition, Common Wealth

Badminton Championship

HOBBIES

Plein-Air Watercoloring

Modernist Fusion Cooking

Badminton

Ping Pong