

# RESUME

**HARSH BORAH : Senior 3D Artist : Lucasfilm**  
[www.harshcg.com](http://www.harshcg.com)

## **Goals**

To stimulate a Creative environment with unique thoughts and bring better production values to the table through my years of Visual Effects Industry experience. Be a part of winning team where I can grow as a member and share my passion for Movies as a 3D Artist.

## **Profile**

Walls littered with crayon drawings, and homework notepads filled with sketches. I have always been scolded for not paying too much attention at school, instead dissected VFX in Movies!

Jurassic Park, Aliens, Terminator are few of the movies that influenced me to pursue my dream of becoming a CG artist. I was so fascinated to see something that don't exist, come to life. Monsters that I saw only in comics or nightmares, walk like real beings. After watching over and over, I put all my energy into exploring how they created that magic. My dad bought me a computer from his official trip to US in late 90s, that had Photoshop installed. And that was it! I have since never looked back.

Currently working as Senior Modeler on the Animated Feature at [Lucasfilm](http://Lucasfilm) Singapore, I bring 10 years of varied experience in Character Modeling, Texturing and various Asset building things CG. Attention to detail has always been my priority.

Contributed to Movies, TVC and Games such as [Clone Wars](#), [Cloudstreet](#), Wanted, Jumper, [Need For Speed\(Most Wanted\)](#), Skate, Looney Tunes Acme Arsenal, Spacechimps.

I had a blast working for [Australian Pavilion](#) at World Expo 2010, that happened in Shanghai. 7 Million people visited the Theater which played a CG animated movie narrated by 3 Hyper-realistic characters designed by me.

I have also conducted various 3D Modeling classes and Seminars. I enjoy teaching and sharing what Industry has taught me so far.

## **Unique Skills**

- FACS based realistic facial behaviour for face shapes
- Digital Doubles creation as well as Creature modeling with precision to given scans/ concepts/ideas, or with own imagination(Digital Prototyping)
- Extensive Human/Animal Anatomy knowledge resulting in believable 3D characters
- ZBrush/Mudbox/3D Coat Voxel sculpting for ultra highres detailed modeling
- Experience with Texturing and Shading, helping in desired Look and Development of the Assets
- Extremely comfortable in adapting new software and tools to get the desired result asap
- Generating new pipelines for getting realistic looking models, be it Human Character with subtle skin details or Creature with heavy displacements made from Voxels
- Retopology experience for getting good deforming and UV'd meshes
- [Rapid Prototyping](#) of Digital Models to 3D Printing to be sold as Figurines
- Experience with Rendering Engines Mental Ray/Modo/Progressive Renderers like Keyshot/Vray RT, bringing overall look-dev ideas to the table of CG development
- Excellent team player, where I share thoughts on day to day basis helping create an efficient and fun working environment

## **Tools/Software Experience**

Maya/Mental Ray

ZBrush

Mudbox

3D Coat

Topogun

Modo

Mari

Photoshop

Linux Environment

Windows 7

## **Work Experience**

**Lucasfilm Singapore** - Senior 3D Modeler / Aug 2011-Current

- Animated Feature

**Lucasfilm Singapore** - Senior 3D Artist / Jan 2011-Aug 2011

- [Clone Wars](#)

**Lifeway College** - Advance Modeling Lecturer / New Zealand / June 2010 - Sept 2010

**ChromaMedia** - Senior 3D Artist / Melbourne Australia / Feb 2009-June 2010

- [Cloudstreet](#)
- [World Expo](#)

**Zero One animation** - character Artist / Melbourne Australia - Nov 2008 - Feb 2009

- Wanted - Cinematic
- Jumper - Cinematic

**Redtribe Games** - Lead Character Artist / Melbourne Australia / Jan 2006 - Oct 2008

- Jumper (Game)
- Space Chimps (Game)
- Wanted (Cinematic)

**EA Blackbox** - 3D Modeler / Vancouver Canada / June 2005 - Dec 2005

- Need For Speed (Most Wanted)
- Skate

## **Education**

Game Arts and Design Diploma / Aug 2004 - Oct 2005

**Vanarts** - Vancouver Canada

## **Work AutrORIZATION**

Australian Resident

Singapore EP Pass

## **Contact**

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