

Ali Jafargholi

Environment / Lighting / Pipeline TD

www.alijafargholi.com

ali.jafargholi@gmail.com

(604)202.4435

Skills and Expertise

Maya (10+ years experience)

Nuke

Mari

Photoscan

Zbrush

Houdini

Python

PyQt

RenderMan

MentalRay

Arnold

Vray

Mantra

Linux/Mac/Windows

Education

Savannah College of Art and Design

MA, Visual Effects, 2011- 2012, GPA 4.0

Savannah College of Art and Design

Visual Effects, 2009 - 2011, GPA 3.8

Isfahan University of Arts, Iran

BFA, Architecture, 1999 - 2003, GPA 3.9

Qualifications

I am passionate about the intersection of programming and VFX. Constantly working to create efficient solutions for pipeline. Eager to learn new skills every day. I enjoy being a part of a team with a common project goal, always going above and beyond to meet deadlines in a fast-paced work environment.

Experience

Senior Environment TD

MPC Vancouver, BC

2014 - Present

- Creating virtual environments and 3D mattepaintings using Nuke, Maya, Mari, Photoscan.
- Using efficient methods to create environments for sequences of shots.

Lighting/Compositor TD

RTT Detroit, MI

2012 - 2014

Shading, modeling and compositing realistic objects and environments in Maya and Nuke.

- Compositing multi-pass images using Nuke
- Studio lighting and environment lighting using multiple HDRI domes.
- Customizing and modifying the lighting dome based on client request using HDRI Studio and Nuke.
- Using Maya to produce realistic lighting environments for automotive clients,
- Programming / scripting custom tools and gizmos

Junior Lighting TD

Rhythm and Hues El Segundo, CA

Summer 2012

Apprentice in the Lighting TD program.

- Learned the lighting pipeline
- Worked on several shots using in-house tools

Technical Assistant

Montgomery Hall Systems Office Savannah, GA

2011 - 2012

Network maintenance and hardware/software troubleshooting.

- Managed the render farm, 40 dedicated nodes and 450 machines.
- Assisted professors and students on case by case basis.