

RASHIP TRIKHA

CG Generalist / R&D TD

Portfolio - rashiptrikha.com

rashiptrikha@gmail.com

[linkedin.com/in/rashiptrikha/](https://www.linkedin.com/in/rashiptrikha/)

[instagram.com/rashiptrikha/](https://www.instagram.com/rashiptrikha/)

+1 647 537 4837

WHO IS RASHIP?

Fun-loving and self-motivated problem solver. Always trying to push himself out of his comfort zone seeking his next adventure. Always has time for helping. Loves to make people laugh and tries to make work enjoyable for himself and others around him. He believes sharing knowledge is just as valuable as gaining it.

EDUCATION

- Honors Bachelor of Animation
Sheridan College, Oakville, ON
September 2015 - April 2019
Thesis Film : vimeo.com/rashiptrikha/thesis
- Board Undergraduate Certificate in Creativity and Creative Problem Solving
Sheridan College, Oakville, ON
September 2015 - April 2019

SKILLS

- Python, PySide/PyQt, MEL & JavaScript
- Pipeline Tool Development (Scalable)
- Mgear Procedural Rigging Pipeline
- Asset Creation Start to End
- Unreal Engine

INTERESTS

- Photography
- 3D printing
- Hiking, Biking and Trail walks
- Machine Learning and AI
- Anything Science

EXPERIENCE

- Studio Development TD (Remote)
IoM Media Ventures, Halifax, NS
August 2021 - Present
Responsible for developing a Modular and Procedural rigging pipeline that also supports unreal engine. Creating tools for other departments and rigs for production when needed. Doing Research and Development work to implement Unreal Engine into studio pipeline.
- 3D Artist R&D
Epic Games, Freelance
June 2021 - Sept 2021
Worked on a development project for a potential TV series directly with the creators under the Epic Games Grant. Responsible for Modelling, Rigging, Texturing and Unreal setup for rendering. Rigs were made to be Unreal Engine compatible
- 3D Development Rigging Artist and TD
Jam Filled Entertainment, Toronto, ON
June 2019 - July 2021
Worked on multiple pitch projects for the studio as a Rigger, Modeler and TD. Developed and improved studio Facial Rigging and Surfacing Pipeline. Toonboom Harmony and Maya integration pipeline. Programming in Python and Javascript.

SIDE HUSTLE

- Owner - CG Generalist and TD
Noonkite Animation
march 2020 - Present
Worked with various studios and companies providing CG Generalist and TD services.
Some of the studios and projects include -
 - Polyester Studio, Toronto, ON :
CG Generalist on commercial projects
 - National Film Board of Canada, Halifax, NS :
CG Generalist and Pipeline advisor for animated short film.
 - Snowball Studios, Toronto, ON :
Senior Character Rigger on Muppet Babies season 3 and CoComelon.
 - Vellocet Games, Toronto, ON :
Rigged Hero character on a development pitch for a game.