RAM SURENDRAN

3D VISUALIZATION ARTIST
ANIMATION · PREVIS · SET DRESSING · STORYBOARDS

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www.ramsurendran.com

EDUCATION

Savannah College of Art and Design
Bachelor of Fine Arts in Animation

SOFTWARE

PREVIS & ANIMATION	Maya Unreal Engine
MOTION CAPTURE	Shogun Live/Post Motionbuilder Unreal Engine
SET DRESSING	Unreal Engine
STORYBOARDING	StoryboardPro Unreal Engine EPOS Blender Grease Pencil
PHOTOGRAMMETRY	Reality Capture Agisoft Delighter zBrush
SOURCE CONTROL	Perforce Git
GENERATIVE AI	ComfyUI Automatic1111 Midjourney RunwayML

ACHIEVEMENTS

+ George Mason University Guest Lecturer on *Generative AI & the Future of Images*

+ *Rookies* 2020 Game of the Year: People's Choice Award Winner for *Harbinger of Spring*

+ *Raindance Immersive* 2021: Best Immersive Game & Best Debut Nominee for *Sushi Ben VR*

+ SCAD Academic Honors Scholarship

ONLINE COURSES

+ Cinematic Storyboard Workshop with Steve Ahn

+ Concept Design Academy: Storyboarding for TV Animation with Michael Cheng

SOFT SKILLS

Great Team Player
Highly Detail-oriented,
Great at Recieving and Providing
Constructive Criticism

INTERESTS

Generative AI, Photography, MMA, Modular Synthesis, Anime

WORK

Unreal Previs TD | Virtual Production - DNEG
2024
Mumbai, MH, India

+ Created high-fidelity Previs and Techvis for a major film production as a part of the Virtual Production team
+ Worked as a part of a specialised On-Set Previs team, troubleshooting and iterating on sequences in a fast paced environment, operating from the mocap floor live
+ Composited motion capture data and environments to create film sequences inengine
+ Worked in tight corespondance with Previs Supervisor, Action Director and VP Supervisor to troubleshoot complex sequences on a unique shot by shot basis
+ Aided in the creation of advanced sequencer workflows in UE5
+ Worked with the VAD to set dress film environments during down time

Lead Animator - Elyzio
Remote Work 2023
Dubai, UAE

+ Created Animations for the game using both, Motion Capture data as well as hand-keyed animation in Maya and Unreal Engine 5
+ Responsible for Animation, Rigging, Cloth Sim, Retargeting & Implementation of characters in engine
+ Worked closely with Art Director and Game Designers to create stylized animations that best fit the game's visual look

Unreal Engine Artist - Fivestone Studios
Remote Work 2023
Nashville, TN, USA

+ Worked with high profile clients like Dollar General and World Outreach Church to develop content in engine for XR Stages across the United States
+ Responsible for the creation of layouts, environments and high end cinematics ensuring that all client feedback and needs are met
+ Worked closely with Creative Directors and improved turnaround times for pitches by implementing AI based workflows into currently existing CG pipelines

VAD & Previs Lead | Virtual Production - TIME Virtual Studios
2022
Mumbai, MH, India

+ Lead a team of 10 artists while communicating directly with HoD's involved in production
+ Worked closely with directors to prepare storyboards and previsualizations for VP shoots
+ Prepared layouts with camera blocking passes and set-dressed environments ensuring that all assets stay scale accurate
+ Work extensively within UE to craft sets with cinematic lighting, mood and atmosphere while implementing all look-dev and staging notes recieved from the Director, Cinematographer & on-set VP team to create real-time ready photoreal sets
+ Created and implemented standardized pipelines taylored to VAD team workflows for Environment Art, Previs and Techvis
+ Worked closely with Compositing teams as well as traditional Art Departments during pre & post to sucessfully bridge the gap between CG and practical sets

Associate Director - *Animyths* - Mediente International Films
2021
Bangalore, KA, India

+ Worked as Associate Director on a feature length animated film, assisting the director in making the appropriate choices when working in CG
+ Supervised a team of storyboard artists and translated the storyboards into Previs
+ Implemented a hybrid Storyboard Pro + Blender Storyboard workflow using the grease pencil tool to allow the Director to better visualize and iterate on many shots
+ Oversaw quality checks and communications with outsourcee studio

Gameplay Animator - *Sushi Ben VR* - Big Brane Studios
Remote Work 2019 - 2020
Savannah, GA, USA

+ Created stylized animations for the game with quick turnaround times
+ Animated characters in-engine using Sequencer and Control Rig in UE5