

ADRIYAN TANDIA

TEXTURE PAINTER/ LOOK DEVELOPMENT ARTIST

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ADDRESS : 725 Baycrest Drive, North Vancouver, British Columbia, Canada

EDUCATION

Vancouver Film School Canada, BC

Diploma 3D Animation & Visual Effects

Aug 2015 - Aug 2016

SOFTWARE & SKILLS

Tools: MARI, Substance Painter, Substance Designer, Maya, UVLayout, Nuke, Photoshop, XNormal, Renderman, Arnold Renderer

Skills: Texturing, Shading, Lighting, Rendering, Python

WORK EXPERIENCE

Industrial Light & Magic Canada, BC (October 2021 - Now)	Texture Artist
Digital Domain Canada, BC (April 2021 - October 2021)	Texture Artist
ICON Creative Studio Canada, BC (Jan 2020 - April 2021)	Surfacing Artist
Ocellus Studio Lyon, France (November 2019 - April 2020)	Texture Artist
Bardel Entertainment Canada, BC (Aug 2019 - Jan 2020)	Surfacing Artist
ICON Creative Studio Canada, BC (Nov 2018 - Aug 2019)	Surfacing Artist
Animal Logic Canada, BC (Jan 2017 - Nov 2018)	Surfacing Artist

References available upon request

PROJECTS

Black Adam

- Responsible for texturing various assets (char,prop)

Texture Artist

Lost In Space S3

- Responsible for texturing various assets (char,prop,set)

Texture Artist

T.O.T.S (Tiny Ones Transport Service) S2

- Responsible for texturing and look development various assets (char,prop,set)

Surfacing Artist

Unannounced Test Project

- Responsible for texturing and look development the feel of the show in coordination with my leads, supervisors, and art directors.

Surfacing Artist

Clash of Clans

- Responsible for texturing characters that are used for the promotion stills.

Texture Artist

Magic The Gathering

- Responsible for texturing and look development the feel of the show in coordination with my leads, supervisors, and art directors.

Surfacing Artist

T.O.T.S (Tiny Ones Transport Service)

- Responsible for texturing and look development various assets (char,prop,set), created some utility tool to increase productivity & helping to integrate better color management pipeline for the team.

Surfacing Artist

LEGO MOVIE 2

- Responsible for texturing various lego-based asset (char,prop,set,vehicle), responsible for texturing and look development cg replacement asset (sharpie, washing machine & dryer) , created some utility tool to increase productivity.

Surfacing Artist