



Kishore Vijay, Cell – 703 981 6280, Email – kishorevijay2@gmail.com, www.kishorevijay.com

Resume

: Profile

- Aim to tell meaningful and entertaining stories and bring alive engaging characters.
- Over 20 years of experience in high end feature animation, cinematic, game and VR as well as leading teams and managing animation production from concept to completion.
- Versatile and adaptable skillset. Experience with a range of animation productions and styles.

: Experience

Sep 2021 - present

Animation Dept Supervisor at ILMxLAB. (San Francisco, CA)

- Unannounced projects

Animation support on -

- Star Wars: The Old Republic - 'Disorder' Cinematic Trailer
- Star Wars: Galactic Starcruiser - (Yoda Hologram , Threepio and R2 cinematics)

July 2022 - Sep 2022

Instructor at Animschool (Remote)

- Game Animation Pipeline

Nov 2018 – Sep 2021

Animation Lead at ILMxLAB. (San Francisco, CA)

- Avengers: Damage Control - Marvel VR Project
- Tales from the Galaxy's Edge – Star Wars VR - Oculus Quest

Mar 2018 – Nov 2018	<p>Senior Animator at ILMxLAB. (San Francisco, CA)</p> <ul style="list-style-type: none"> • Vader Immortal Ep 1 and 3 – Star Wars VR • Ralph breaks VR
Mar 2017 – Mar 2018	<p>Cinematics Animator at Blizzard Entertainment. (Irvine, CA) OverWatch, WOW</p>
Mar 2015 – Mar 2017	<p>Senior Animator (Cinematics) at Motiga. (Seattle, WA) Creating Marketing videos for the cutting-edge shooter MOBA, "GIGANTIC".</p> <ul style="list-style-type: none"> • Hero Featurettes to Marketing trailers. Pitch and concept development to final production.
Oct 2012 – Mar 2015	<p>Senior Animator (Cinematics) at Carbine Studios (NCSOFT). (Aliso Viejo, CA) Created Marketing and In Game Cinematics for the AAA MMO "WILDSTAR".</p> <ul style="list-style-type: none"> • Helped shape the workflow and pipeline and also acted as the Primary Animator on the "Wildstar Flicks". Worked on several in-game cinematics as well. Responsibilities ranging from concept and pre production to final Animation.
Apr 2012 – Oct 2012	<p>Senior Animator at Deepblue Entertainment.</p>
Oct 2011 – Apr 2012	<p>Senior Animator (Cinematics) at Blizzard Entertainment. (Irvine, CA) In-game cinematics for "STARCRAFT 2- Heart of the swarm"</p>
May 2011 - Oct 2011	<p>Senior Animator at Deepblue Entertainment. Contract Animation.</p>
Nov 2008 - May 2011	<p>Animator at Sony Pictures Imageworks (Albuquerque, NM)</p> <ul style="list-style-type: none"> • Green Lantern (2011) (Also worked on Layout and Previz) • Zookeeper (2010) • Cats and Dogs : The Revenge of Kitty Galore (2010) • G-force (2009)
Jan 2005 - Nov 2008	<p>Faculty, Media Arts and Animation at The Art Institute of Washington (Rosslyn, VA)</p>
Sep 2004 - Nov 2004	<p>CG Artist/Animator at Shadedbox Animation, (Pasadena, CA)</p>
Jun 2004 - Aug 2004	<p>Intern at Vinton Studios/Laika (Portland, OR).</p>

- Worked on Storyboards, Character Designs, CG Art and Animation for a short film as part of an 8-student group selected from across the country.

Aug 2002 - May 2004

Technical Assistant at the Savannah College of Art and Design labs.

Dec 2000 - Jun 2002

Experience as an Architect at the following firms. Anandashrami Architects, Mayphil Architects, Iyer and Mahesh Architects - India.

: Education

2009 June

Animation Training with Keith Lango

2008 March

Diploma in advanced studies in Character Animation at ANIMATIONMENTOR.COM

2004

MFA in Computer Art, Savannah College of Art and Design (SCAD). Savannah, GA

2000

B.Arch, College of Engineering. Trivandrum, India

: Skills

Team Leadership
Character Animation
Layout and Previsualization
Generalist CG

Presentation, Client Relations
MAYA, XSI, 3DS Max, Adobe Suite
UE, Confluence, Jira , Shotgrid and others

: Honors and Publications

Jan 2020

(Visual Effects Society) **VES award Nominee** - Outstanding Visual Effects in a Special Venue Project for "Avengers : Damage Control"

April 2022	Animation Workshop (remote) for “Nitrutsav” one of the largest cultural fests in Eastern India, for the National Institute Of Technology, Rourkela (Odisha, India)
2016 - present	Advisory board member at Mt SAC Perkins College.
Sep 2013	Interviewed by Animationinsider.com
Aug 2013	Published MAYA Expert tips in August 2013 issue of “3D Artist Magazine” – Imagine Publishing UK.
Nov 2010	Sony Pictures Entertainment- Applause award for “outstanding performance and lasting contribution, Demonstrating exceptional initiative and teamwork.”
2008	Creator of Short film “Last Supper” screened at various film festivals.
2008	Mentors choice award for the highest achievement in Character Animation awarded by Animationmentor.
2004	Instructor for student team Animated Project for US Fish and Wildlife. “The Teddy project”. Award winner at Visually Wired Film Festival – Rosslyn, VA
2003	Work Published in textbooks – “Exploring 3D modeling with MAYA 7” and “Exploring 3D Animation with MAYA 7” written by Patricia Beckmann-Wells with Scott Wells and Phil young.
2003	Graduate Fellowship for Academic achievement and Excellence in Art and Design awarded by the Savannah College of Art and Design.
2001	Winning CG presentation for national Architectural design competition for the Largest IT park in South India at the time. (KINFRA) Cochin, India.
2001	Winning CG presentation for the design of the Kerala Institute of Travel and Tourism Headquarters. Trivandrum, India.
2000	Creative Director, Zonal convention of Student Architects – South India
1998	All India Design competition winner- Design of a Moon Base - conducted by the National Association of Students of Architecture.