YASHPOLKE

www.yashfx.com yashpolke@gmail.com 778.712.0595

SKILL SET

Houdini: Fluid simulation, rigid body simulation, particles, rendering (Mantra), digital asset development, animation, lighting, procedural modeling, texturing, camera projection, render pass workflow

Nuke: Colour correction and FX compositing

Programing: Python, C++, VEX, HScript

EDUCATION

Lost Boys Studios School of Visual Effects Diploma, Effects Technical Director (FX TD) **(2013 - 2014)**

M.I.T College of Engineering University of Pune Bachelors Degree, Mechanical Engineering (2008 - 2013)

EXPERIENCE

Sony Imageworks	FX TD	April(2021) - Current
Barnstorm VFX	FX TD	Nov (2020) - Feb(2021)
Image Engine	FX TD	July - Sept(2020)
Digital Domain	FX TD	Nov(2019) - May (2020)
Double Negative	FX TD	Nov (2017 - 2018)
The Embassy	FX TD	June - Oct(2017)
Industrial Light & Magic	FX TD	Jan - May (2017)
Image Engine	FX TD	Jan (2016 - 2017)
Hydraulx	FX TD	Aug (2014) - Dec (2015)