# RAJ SANDHU

*Recent computer programming graduate with experience as a technical artist in the VFX industry. Seeking to pivot to a web, java or front-end development role.*

## Technical Skills

- Web Development
- Java
- C#
- Python
- Unix
- SQL

## Tools

- Github
- Excel
- Visual Studio Code
- Adobe Suite
- Mac OS
- Windows OS

## Education

**Sheridan College, Oakville, Canada**   2021
*Diploma, Computer Programming*
- Completed a condensed two-year Computer Programming course with honours

**SENECA COLLEGE, Toronto, Canada**   2014
*Certificate, 3D Game Art and Design*

2012
**Alberta University of the Arts, Calgary, Canada**
*Bachelor of Design*

## Extracurricular

**That Show, DaDe Gallery, Calgary, Canada**
- Curated and participated in an 18 photographer exhibition that showcased new local talent in the city

**Exposure Emerging Photographer Competition Art Gallery of Calgary, Calgary Canada**
- Was among 5 finalists in the Calgary based photography competition.

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Portfolio: rscreativestudio.com/coding

GitHub:   github.com/RsCreative

## Projects

*2020* **Shut Down Center, Python, Adobe Suite**
- Developed a python application that leverages windows shutdown commands to give users more control. Learned to utilize *tkinter* and loading images to create a *Neumorphic* UI design for the application

*2020* **Black Jack, Java,**
- Using Java, developed and created a simple console application that lets user to play Black Jack. Implemented logic to allow for multiple hands and betting. Users can play until they run out of money or any time after a round is over.

*2020* **Web Site Design, HTML, CSS, JavaScript, JQuery**
- Created a multiple test websites to push my knowledge of CSS and JavaScript. Added animated transition and interactive elements, utilized JavaScript and "Sticky" CSS property to create and "Card" scrolling effect. Leveraged Responsive design to ensure that websites function across all platforms.

## Experience

*2017 - 2019* **Nuke Technical Artist, Stereo D, Toronto, Canada**
- Converted and composited VFX 2D scenes for 3D conversion pipeline for major studios, including Disney, Twentieth Century Fox, and Warner Bros.
- Used Python to create tools to automate parts of the VFX pipeline
- Selected to cross-train with understaffed departments to help them meet deadlines
- Trained and mentored fellow artists helping to ensure department reached goals

*2016 - 2017* **Nuke Technical Artist, Legend, Toronto, Canada**
- Was quickly promoted to Technical Artist based on stellar performance
- Used HTML and CSS to modify UI of tools to enhance usability
- Converted and re-composited VFX 2D scenes for 3D conversion pipeline on feature films such as *Spiderman Homecoming* and *Black Panther*
- Was selected to train and support new artists on current workflows and pipeline due to greater knowledge and skill level

*2015 - 2016* **3D Stereo Artist and Beta Software Testing, Legend, Toronto, Canada**
- Converted feature films, including *X-Men: Age of Apocalypse* and Disney's *Pete's Dragon*, to 3D
- Provided important feedback on existing and potential features, stress-tested software and pipeline used in the studio to reduce software errors and increase productivity

*2014 - 2015* **3D Modeler, SpaceDataBase, Toronto, Canada**
- Created and optimized game-ready 3D models for use in Unity and Web GL
- Ensured uniformity in the final product by optimizing scenes to be used in the engine
- Unwrapped 3D models effectively in order to create and apply high-resolution textures

*2014* **World Builder, The Prestige, Mod Project, Toronto, Canada**
- Produced unique assets, such as models and textures, to create an aged, stylized theatre
- Achieved realistic, aged look by creating shaders and animations for the backstage elements
- Used particles, FX, and advanced lighting techniques to create a dark, dramatic mood fitting for the location

*2013* **Art Director, Wild Rose Brewery, Calgary, Canada**
- Conceptualized promotional photos for the client's new seasonal beer (Cherry Porter) that complemented their existing brand
- Worked with photographers and re-touchers to achieve the art style and concepts approved by clients

*2012* **Photographer, Culinaire Magazine, Calgary, Canada**
- Photographic contributor for Culinaire Magazine
- Shot and digitally edited all photos submitted for publication