

# CHANDRA KRISHNAN

## OBJECTIVE

To gain my experience as an Artist for Animation, Film, or Game production.

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## EXPERIENCE

Aug 2024 to Present

### **EPOCH GAMES - Environment Concept Artist**

Concept Designing Environments/Sets for RPG game "The Lays of Althas: Sundered Order"

Nov 2021 to March 2023

### **MAINFRAME STUDIOS - Environment Designer**

Designing sets and Concepts for Barbie animation projects.

Jan 2021 to Oct 2021

### **DIGITAL DOMAIN - Layout artist**

Layouts for VFX films.

July 2016 to June 2020

### **COSA VFX, Vancouver, BC - Camera Tracking/Matchmove artist**

Camera/Object tracking, Layouts, Body tracking, working with vendors.

May 2016 to July 2016

### **DOUBLE NEGATIVE, Vancouver, BC - Matchmove artist**

Camera/Object tracking, Body tracking.

Aug 2015 to April 2016

### **ZOIC STUDIOS, Vancouver, BC - Tracking/Layout artist**

Camera/Object tracking, multi-camera layouts with set data provided, rotomation, calculate distortion and render plates in Nuke.

Nov 2010 to Aug 2015

### **GENER8, Vancouver, BC - Rotomation artist/Layout artist**

Lead a team of artists while assigning tasks and approving them. Camera tracking, building layouts from set scans and working with vendors to maintain quality.

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## REFERENCES

References available upon requests.

## CONTACT



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<https://www.chandra-art.com/>

## EDUCATION

### **THE ART INSTITUTE**

Vancouver, BC

2007 to 2008 Graduated with a Diploma in 3D Animation Art and Design

### **IMAGE INFOTAINMENT LIMITED**

India

2004 to 2006 Graduated with a Diploma in Digital Visual Media

## SKILLS

### **SOFTWARE:**

Photoshop  
Maya  
Substance Painter  
Z-Brush

Digital art  
3D Modelling  
Quick learner  
Self motivated  
Team player