



## CONTACT

- 📞 +91 7738544911
- 📍 Mumbai, 400 101
- ✉️ roshanghatkar@gmail.com
- 🌐 www.roshanghatkar.com

## PORTFOLIO LINK

- [Demo Reel:](#)  
<https://vimeo.com/1148434693>
- [LinkedIn:](#)  
<https://www.linkedin.com/in/rosghatkar/>

## CORE SKILLS

- Houdini : Solaris | Mantra
- Clarisse | Katana
- Maya : Arnold | Vray
- Maya : Renderman
- Nuke | Mari | Photoshop
- Substance Painter
- Unreal Engine
- Substance Painter

# ROSHAN GHATKAR

LOOKDEV | LIGHTING - Key Artist

## PROFESSIONAL SUMMARY

Over 14 yrs dedicated to Lookdev and Lighting, proving exceptional commitment and proficiency in the VFX industry. Expert in exploring and applying creative and technical methodology to achieve the look for hero characters, digi-doubles with one to one match, also for the feathers and groom including artistic and melanin workflow and complex creatures as per the client requirement or the references.

Vast experience across major theatrical and streaming releases for Hollywood, Bollywood, Netflix, Hotstar, Fox, HBO, apple TV and Prime.

I don't just complete a task, I strive for the highest possible quality.

## EXPERIENCE

 **VFX LOOKDEV - KEY ARTIST** MAR 2021 - Present  
[Mumbai, India]

### DNEG

- Handled a leadership by providing creative corrections and technical guidance to the team members, and then coordinating with supervisors for the creative discussion to deliver more refined version of the asset. Proactively identified shading challenges and proposed solutions to meet the deadlines.
- As a Key lookdev artist, have managed to delivered a many hero assets complex task with the proper breakdown of the asset conversion from one render engine to another that is from Clarisse renderman to Houdini solaris as per the client requirement.
- Also, I have explored a new techniques for the feathers with respect to UVs modification and managing proper reflection, transmission, tint and scatter parameters with specific feather patterns on specific region to get the output matched with the real world reference.
- Responsible to apply the colorgrade to set the color values hues and luminance of the non-polarised image references to match with the actual McBeth chart color values

- Produced high quality look such as proper balance of scatter amount for the skin, teeth etc and artistic and melanin workflow for groom shading.
- mentored and assisted the team artists as a senior.

#### **VFX LOOKDEV- LIGHTING TEAM LEAD**

MAY 2018 – AUG 2020

[Pune, India]

#### **ANIBRAIN**

- As a lookdev-lighting key artist and an acting lead, worked on virtual reality ride shows, in addition to this, did some RND on some creatures skin with the proper balance of scatter and thin film effect to achieve the fantasy look of the show requirement.
- Apart from this, have worked on volume shaders and created master lighting setup.
- Prepared a lookdev and master lighting setup for the fx particles to render and blend it into the scene.
- setup master shading and master lighting for digi doubles, foliage, ENV and complex shots.

#### **VFX LIGHTING ARTIST**

AUG 2017 – MAY 2018

[Mumbai, India]

#### **DNEG**

- Prepared many master lighting shots with number of selection masks and less render layers to reduce the complexity of the shot lighting to meet the comp requirements
- Prepared HDRI IBL lights by stitching it's IBL map images into the nuke and apply the proper illumination, specular highlights and colorgrade values to make the IBL as same as shot light conditions

#### **LIGHTING ARTIST**

MAR 2015 – AUG 2017

[Mumbai, India]

#### **PRIME FOCUS WORLD / REDEFINE**

- Worked as a lighting artist on lego tv series, couple of bollywood movies and advertisements.
- Besides, have done RND testing by communicating with supervisor.
- I have overseen couple of shows as an acting lead.

#### **LIGHTING ARTIST**

AUG 2012 – OCT 2014

[Mumbai, India]

#### **PRANA STUDIOS PVT. LTD.**

- As a lighting artist, tried to implement many technical lighting things/parameters to get a desired output.
- Responsible to prepared numerous lighting shots with required multiple passes to make stereo output.
- worked on several disney shows and 4D motion-simulation rides projects.
- Also worked as a modelling artist for 6 months on couple of Disney shows to create organic and inorganic hero asset models.

#### **CG ARTIST**

MAY 2011 – AUG 2012

[Mumbai, India]

#### **NESTTECH INDIA PVT. LTD.**

- Worked as a CG generalist artist in various architectural and advertising projects.

## **EDUCATION**

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#### **COLORBUGZ ANIMATION INSTITUTE MUMBAI**

2008 – 2010

- 3D animation course,

#### **SATHAYE COLLEGE, MUMBAI UNIVERSITY**

2005 – 2008

- Bachelor's Degree – Chemistry

## SHOWS

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- IT : Welcome to Derry (2025)
- Heads of State (2025)
- Fountain of Youth (2025)
- Murderbot (2025)
- Godzilla x Kong: The New Empire (2024)
- EDEN (2024)
- Haunted Mansion (2023)
- Fast X (2023)
- Extrapolations (2023)
- Glass Onion: A Knives Out Mystery (2022)
- The Lost City (2022)
- Moonshot (2022)
- The Battle at Lake Changjin (2021)
- SAS: Red Notice (2021)
- Marakkar : Lion of the Arabian Sea (2021)
- Theme Park Ride (Bang Bang Studio) – VR
- Mrs. Serial Killer (2020)
- The Stranded (2019)
- McDonald's ty beanie babies platypus (Framestore Studio)
- Cosmos: Possible Worlds – A Tale of Two Atoms (2020)
- The Eight Hundred (2020)
- From the Earth to the Moon [remake] – Moon Landing (2019)
- Tell it to the Bees (2018)
- Mission of Honor (2018) [Hurricane (original title)]
- Deadpool 2 (2018)
- Black Panther (2018)
- 2.0 (2018)
- Lego City Mini Movies
- Minute maid pulpy mosambi Commercial (2017)
- Here Comes the Grump (2017)
- Chaar Sahibzaade 2 : Rise of Banda Singh Bahadur (2016)
- LEGO : Nexo Knight
- Disney's Tinkerbell – Legend of the Neverbeast
- Disney's Tinkerbell & the Pirate Fairy
- Disney's Planes : Fire & Rescue
- ADLABS IMAGICA Themepark – Mr. India Ride (4D Animated)