



# Dhruv Govil

Computer Graphics Generalist and Developer

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🌐 Vancouver, Canada

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## SUMMARY

I'm an art generalist and software developer who has worked in computer graphics including both Film and Realtime development.

I've worked as a supervisor and a lead on several animated and visual effects films, as well as an artist for augmented Reality.

My focus is creating the best experiences and software for both consumers and content creators.

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## EXPERIENCE **Apple / Senior Technical Artist - Augmented Reality**

August 2018 - Present

- Directly responsible for UI/UX and art content generation for multiple projects. Including interface design, interaction design, asset modelling, lighting, shading, rigging and animation.
- Created concept art, prototypes and presentations for Apple leadership.
- Develop system applications and prototypes with Swift, Reality Kit, Unity and Unreal Engine.
- Responsible for asset pipelines and acting as a liaison between artists and engineers.
- Part of Artist workflows and Pixar USD Workflows workgroups, including software development and consulting.
- Work with multiple teams within Apple to help co-steer direction of development.
- Teach artists and engineers various skillsets related to each other.

## **Sony Pictures Imageworks - Pipeline Supervisor & Layout**

January 2013 - August 2018

- Develop and maintain software for all active shows in production.
- Personally responsible for layout of sequences on VFX films.
- Supervised/lead pipeline and layout teams on shows.
- Created several core technologies:
  - Frontend Asset Publishing Tools and Framework
  - Pipeline and Maya Plugins to handle large scale scenes
  - Depth Based content collaboration tools.
  - Asset approval tooling
  - Procedural muscle simulation pipeline with Ziva
  - Prototype motion capture, Pixar USD, and VR/AR tooling.

## **EXPERIENCE** **Rhythm & Hues - Animation Support TD & Layout**

June 2012 - January 2013

- Responsible for layout and pre-lighting of scenes.
  - Assist animators with scenes, rigging and scripts.
  - Used in house software like Voodoo and languages like Parsley.
  - Trained new hires and responsible for department in Vancouver.
  - Developed tools like:
    - Python Binding and IDE for in house language, Parsley.
    - LUT Color Correction tools.
    - Scene lighting management tools.
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## **Other**

### **SIGGRAPH 2017 Presenter**

Presented at SIGGRAPH 2017 on Animation Collaboration tools based on deep compositing that has been used on all Animated productions since 2013 at Imageworks.

### **Programming Instructor**

I teach multiple courses on sites like Udemy, Pluralsight and Skillshare covering Python development in Maya.

Between them, I have over 8000 students ranging from beginners to industry professionals.

### **Open Source Development**

I am actively involved in open source development for both my own projects and others. My code is used by multiple studios globally.

🌐 <https://github.com/dgovil/>

### **On Set Production**

Worked on set as a camera operator, 1<sup>st</sup> Assistant Camera and Gaffer

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## **Education**

### **Vancouver Film School**

Studied 2D and 3D animation.

### **Rigging Dojo**

Studied C++ Development for Maya

### **iAnimate**

Studied 3D Animation

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## **Skills**

### **Software**

Maya, Katana, Houdini, Nuke, Mari, Voodoo, Modo, Unity, Unreal Engine, Reality Composer

### **Languages**

Python, MEL, C#, Swift, C, C++, Objective C, Rust, Open GL, Metal, Cuda, Qt, Lua, PyQt, Java, PHP

## Projects

A listing of Public Projects that I've worked on directly. Unreleased projects are not listed of course.

### **Directly Worked On**

- Smallfoot
- Spider-Man : Homecoming
- Suicide Squad
- Alice: Through the Looking Glass
- Smurfs: The Lost Village
- Guardians of the Galaxy
- Hotel Transylvania 2
- The Amazing Spider-Man 2
- Blended
- Cloudy with a Chance of Meatballs 2
- Percy Jackson and the Sea of Monsters
- R.I.P.D
- Seventh Son

### **Contributed Software Development**

These are projects I was not crewed to directly but ones that I actively assisted with software development.

- Spider-Man: Into the SpiderVerse
- The Emoji Movie
- Storks
- Hotel Transylvania 3
- Love, Death and Robots: Lucky 13
- The Angry Birds Movie