



# Dhruv Govil

Computer Graphics Generalist and Developer

☎ 415 200 8568

✉ dhruvagovil@gmail.com

🌐 Vancouver, Canada

🌐 San Francisco, USA

## SUMMARY

I'm an artist and software developer with extensive experience in both Film and Realtime computer graphics.

I've worked as a Pipeline Architect, a Layout Supervisor and Augmented Reality artist.

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

## EXPERIENCE

### Apple - Pipeline Architect - Augmented Reality

February 2020 - Present

- Responsible for architecting software for all content production within Apple's Technology Development Group for Augmented Reality.
- Work with engine and editor developers to enable key artist workflows.
- Responsible for leading Apple's pipeline with Pixar USD.

### Apple - Lead Technical Artist - Augmented Reality

August 2018 - February 2020

- 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 software for augmented reality platforms
- Work with machine learning developers to create new computer vision algorithms.
- Work with rendering engineers to develop new patent pending rendering algorithms.

### 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