

Dhruv Govil

✉ dhruvagovil@gmail.com

☎ +1 415 200 8568

🌐 www.dgovil.com

Software Developer

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

Art Generalist

I've worked as a Pipeline Architect, a Layout Supervisor and as a Lead 3D Artist for Augmented Reality.

XR Designer

I combine my art and programming backgrounds to create compelling experiences for consumers and content creators.

EXPERIENCE

Pipeline Architect, Augmented Reality, 🍏 Apple

February 2020 - Present

- Co-Created AppClip Codes, Apple's visual marker system for use in iOS 14. Responsible for creating procedural generator, early design work and demos to leadership.
- Responsible for architecting content creation pipelines to our editor and engine. Included development of asset management and versioning tools, as well as procedural workflow builders.
- Shepherded and developed multiple USD initiatives, in conjunction with multiple teams at Apple.
- Provided technical consultancy to several projects using multiple engines and technology stacks, including RealityKit and Unity.
- Worked with UX designers to create artist workflows.

SKILLS

Languages

Python, C++, Swift, Rust, C#, GLSL, MSL, Lua, Javascript

Frameworks / API

Qt, React, OpenGL, Metal, SwiftUI
RealityKit

Software

Maya, Houdini, Unreal Engine, Unity, Blender, Nuke, Reality Composer

Lead Technical Artist, Augmented Reality, Apple

August 2018 - February 2020

- Responsible for creating UI, UX and Art Content for multiple projects. Includes creating interface design, interaction design, asset modelling, lighting, shading, rigging and animation.
- Created concept art , prototypes , presentations and video productions for Apple leadership.
- Developed novel rendering simulation systems.
- Developed Augmented Reality applications using Swift and Reality Kit, as well as Unity and C#.
- Worked with engineers to guide design of engine functionality for artist use.
- Provided learning sessions to artists and engineers.

Pipeline Supervisor & Layout Supervisor, Sony Pictures Imageworks

October 2016-August 2018

- Developed and maintained critical Pipeline software for all active shows in production.
- Oversaw a team of Pipeline TD's and Layout Artists on Visual Effects and Animated Features.
- Developed new Shot Review and Approval Pipeline with 100x improvement in performance using a new frontend and server architecture.
- Co-Developed a Virtual Production system with tracked virtual cameras, a motion capture stage and Virtual Reality reviewing.
- Created a Proof of Concept port of our pipeline to use Pixar USD
- Developed a bespoke pipeline to Unity for an Augmented Reality Project

Pipeline and Layout, Varying Seniority, Sony Pictures Imageworks

January 2013 - October 2016

- Production software development and artist support on VFX and Animation shows.
- Handled camera, plate and scene layout on a mix of VFX and full CG shots and sequences.
- Co-Developed new Shot Publishing and Validation toolset used by all productions.
- Developed a Deep Compositing toolset for faster animation collaboration.
- Created a dynamic scene origin plugin for Maya and full pipeline integration to handle large scale scenes.
- Wrote a procedural muscle simulation pipeline with Ziva to significantly cut down Character FX resources per production.
- Mocap Ingestion pipeline to handle multi studio collaboration.

EXPERIENCE

Dhruv Govil

Animation Support TD & Scene Layout, Rhythm & Hues

June 2012 - January 2013

- Responsible for layout and pre-lighting of VFX scenes.
- Assist animators with scenes, rigging and scripts.
- Develop tools for in house tool, Voodoo, with proprietary language, Parsley.
- Train new hires and responsible for department in Vancouver.
- Developed LUT Color Correction pipeline.
- Developed Scene lighting management tools
- Created prototype Python binding for Parsley

OTHER

SIGGRAPH 2017 Presenter

Deep Compositing tools for Animation Collaboration.

On Set Production

Assistant Camera and Gaffer on Indie Shoots

Educational Content

Teach Python for Maya course on several platforms to several thousand students.

Open Source Development

Developed several projects used by multiple studios globally.

<https://github.com/dgovil/>

EDUCATION

Vancouver Film School

Studied 2D and 3D Animation.

Rigging Dojo

C++ for Maya

iAnimate

3D Animation

Directly Crewed Shows

Public Projects that I've been directly crewed to

- 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

Contributing Shows

Shows I've developed software for but uncredited

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