

Hi, I'm

Dhruv Govil

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Canadian | Bay Area, USA | Vancouver, Canada

Software Developer
Generalist Artist
UI & UX Designer

Feature Film
Realtime Graphics
AR & VR

I'm a developer, artist and designer with extensive experience in both Film and Realtime computer graphics.

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

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

Skills

Languages

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

Frameworks/API

Qt , PySide , PyQt
SwiftUI
OpenGL , Metal
RealityKit

Software

Maya
Houdini
Katana
Nuke
Substance Designer & Painter
Reality Composer
Unity
Unreal Engine
Blender

Experience

Pipeline Architect, Augmented Reality, Apple

February 2020 - Present

- Co-Created App Clip Codes, a new visual marker launched with iOS 14. Responsible for creating generation algorithm, initial visual designs and demos for 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. Acted as the OSS champion for the Maya USD project.
- Provided technical consultancy to several projects using multiple engines and technology stacks, including RealityKit and Unity.
- Worked with UX designers to create artist and engineering workflows.
- Worked on and awarded multiple patents.

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.
- Worked on and awarded multiple patents.
- Developed Augmented Reality applications using Swift and RealityKit, as well as Unity and C#.
- Worked with engineers to guide design of engine functionality for artist use.
- Provided educational sessions to artists and engineers.

Crewed Shows

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

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

Notable

SIGGRAPH 2017 Presenter
Deep Compositing tools for Animation Collaboration
On Set Production
Assistant Camera Operator and Gaffer on Indie shoots
Educational Content
Authored Python for Maya course on several platforms with several thousand students.
Open Source Development
Developed several projects used by multiple studios globally.

Education

Vancouver Film School
Studied 2D and 3D Animation
Rigging Dojo
C++ for Maya
iAnimate
3D Animation

Experience

Pipeline and 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 fast animation collaboration with multiple animators or split up scenes.
- Created a dynamic scene origin plugin for Maya and a full pipeline integration to handle large scale scenes.
- Wrote a procedural muscle simulation pipeline with Ziva to significantly reduce required Character FX resources.
- Mocap ingestion pipeline to handle multi studio collaboration.

Animation Support TD & Scene Layout, Rhythm & Hues

June 2012 - January 2013

- Responsible for layout and pre-lighting of VFX scenes.
- Assist animators with scenes, rigs and scripts.
- Develop tools for in house tool, Voodoo, with proprietary language, Parsley.
- Responsible for department in Vancouver, and training new hires.
- Develop shot LUT color correction pipeline.
- Developed Scene lighting management tools
- Created prototype Python binding for Parsley, and a small IDE for it.
- Wrote tools to streamline ticket submission and management.