



Preetham Raj R  
Texture & Lookdev Artist

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## PROFILE

I am a 3d Texturing and Look-dev artist. My professional Experience has given me a great understanding in character and Asset workflows.  
I am motivated to work on projects and driven to produce photo-realistic results.

## EXPERIENCE

**Look Development Artist**  
**DNEG**

**May, 2024- Present**

Responsible for Lookdev of high-Fidelity photo-realistic characters along with groom and Hard-Surface Models.

**3d Modeling & Texturing Artist**  
**SpinVFX**

**Feb, 2022- March 2023**

Responsible for creating organic and hard surface models and photo-realistic textures of subjects ranging from fantasy to urban for high-profile feature film and episodic work.

**Texturing & Lookdev Artist**  
**Moving Picture Company**

**Feb, 2021- Feb, 2022**

Responsible for creating texture maps and doing Lookdev for photo-based builds. This includes assets across the board from characters, human digital doubles, animals, hard-surface such as vehicles, and props.

## SOFTWARE

Houdini, Katana, Mari, Substance painter, Maya, Zbrush, Nuke, RenderMan

## EDUCATION

Certificate in Digital Production

September, 2020

**Gnomon School Of Visual Effects**

Digital Director program

June, 2018

**Supinfocom Rubika**

## AWARDS

Gnomon Reel 2020

Rookies Excellence Award 2020, 2021