## **Aamir Tarin**

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#### **AWARDS**

VES Outstanding Animated Character in an Animated Feature Motion Picture nomination – Nigel in *Rio*, 2012

#### **EXPERIENCE**

SpinVFX, CG supervisor, CFX/Grooming April 2023 – present

SPINVFX is a creative and technically dedicated Visual Effects studio producing captivating imagery for feature films and television. Our roots trace back to creative and technological innovations that are now standard in Visual Effects facilities around the globe.

# Powerhouse VFX, Freelance CFX/Grooming & Lighting Supervisor 2022 – May-June

New York City, NY

Powerhouse is one of the most sought after VFX studios in the industry. I joined as a freelance lead Grooming birds/feathers and lighting TD. My job responsibility is developing a feather system & setting up a master shot lighting for one of the TV series.

## The Mill VFX, CG Lead

2021-2022

New York City, NY

The Mill is a pioneer visual effects and creative studio in New York. My responsibilities included supervising visual effects, leading CG team that includes modeling, Fur/hair/ feathers, look development, lighting and compositing for television commercials. I worked closely with programmers to develop tools to solve creative challenges.

Clients: Chevy Truck, Dayvigo, Ferrero, Enphase solar light, Infinity

## **Blue Sky Studios**, FUR Lead Technical Director & interim Supe 2003 - 2021

Greenwich, CT

I worked as a Grooming and Lighting TD. My job responsibilities include developing fur, feathers, hair and vegetation using Houdini and Renderman. I work closely with the R&D Department to strengthen our existing production pipeline and to really nail down our production and artistic challenges. Most recently, I developed bird feather toolsets in Houdini that can produce feathers from tiny hummingbirds to large peacock tail trains.

<u>Films</u>: Robots, Ice Age 2 The Meltdown, Horton Hears a Who, Ice Age 3 Dawn of the Dinosaurs, Rio, Ice Age 4 Continental Drift, Epic, Rio 2, Peanuts, Ice Age 5, Ferdinand, Spies in Disguise, Nimona

### **SOFTWARE**

Maya, Houdini, Marvelous Designer, Renderman, Arnold, Mantra, Photoshop, Nuke, Shotgun, Deadline, USD, Resolve editing software

## **OPERATING SYSTEMS**

Linux, Windows, Mac OS

#### **INTERESTS**

Art, Architecture, Philosophy, Music, Poetry

#### **EDUCATION**

### Diploma of Fine Arts

Central Institute of Arts & Crafts Karachi, Pakistan

### Bachelor of Art

University of Karachi Karachi, Pakistan New York City, NY

Riot was a pioneer post-production and visual effect house in New York. My responsibilities included supervising visual effects, creating 3D content and compositing television commercials. I worked closely with programmers to develop tools to solve creative challenges.

Clients: Volvo, AT&T, Hoover, Omaha World Herald, Sex in the City

## Persistence of Vision, CG Supervisor

2000-2001

Malaysia

POV is one of Asia's premier digital studios dedicated to the production of rich media for convergent industries. I had the privilege of building and training the entire team of more than forty cg artists and assisting in the development of the production pipeline for long form television content.

<u>Clients</u>: Pepsi, Nestle, Stevie Stardust television series

## VHQ Singapore, Lead 3D Animator & Asst. VFX Supervisor

1997-2000

Singapore

VHQ is one of the largest visual effects and post-production houses in Southeast Asia. <u>Clients</u>: TM Touch, Coca Cola, Pepsi, Heineken, Fuchs, GE Electrics, Cathay Cinema, LG Television

## ImageFX 99, Senior CG Artist

1995 - 1997

Kuala Lumpur, Malaysia

My job responsibilities included systems configuration.

Clients: Kanak Kanak, Kentucky Fried Chicken

## Symbolic Technologies, Broadcast Application Support Specialist 1994-5

My Job responsibilities included demonstration and support for all Computer Graphics related products.

## Manhattan/BBDO, Art Director

1992 - 1994

Karachi, Pakistan

## **Prestige Communication**, Graphic Designer and Illustrator 1989 – 1992

## Hotel Sheraton Karachi, Hotel Artist

1986 - 1989

My job responsibilities included Styrofoam, ice and butter carving. My major projects included Christmas event decorations in Cyprus and Egypt.