

# Upinder Dhaliwal

**Visa Status:** Australian Citizen

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Leading a creative team of industry veterans and creating visuals for next generation of multi platform games for global markets.

## Professional Profile

- Industry veteran with 16+ years of experience in creative industry – slot game development, Films, consoles game development, Tv and DVD productions.
- Experience in creatively managing all aspects of product cycle – planning, scheduling, production, pipeline.
- Adept in stakeholder management, change management and business process improvements.
- Experience in managing and working with cross-cultural & multi-sourced teams - on site & offshore
- Ability to manage high pressure deadlines and proactively offer creative solutions.
- Excellent communication skills, both verbal and written.
- Ability to analyze, evaluate and solve problems; and to take initiative in the workplace.

## Academic Credentials

**Post-Graduation Diploma in Animation and Visual effects**

2001-2002

Vancouver Film School, Canada

**Bachelor of Commerce (Major in Business Administration)**

1998-2001

Symbiosis college of Arts and Commerce, India

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## CAREER SUMMARY

**Company – Aristocrat Technologies, Sydney**

November 2013 – Present

**Team Lead - Animation**

Projects – **Casino slot games, VR projects, Mobile game development**

- **Team Leadership** - Managing, Supervising and training team of animators based in Sydney and India.
- **General Management** - Recruiting and onboarding new hires in Sydney and India. Conducting formal performance reviews as per company policy.
- **Stakeholder Management** – Dealing with Global Marketing and Engineering for content delivery for tradeshow and visualizations.
- **Change Management** – Identifying, evaluating and overseeing production pipeline. Documenting and rolling out new processes.
- **Resource planning and scheduling** – Working with Animation Director to scope out work, assess technical risks and scheduling resources.
- **Production Skills** – Subject matter expert in Animation and 3d/2d software's. Creating and delivering content for games.

**Company - Fuel VFX, Sydney (Contract)**

January 2013 – October 2013

**Creative Artist | Technical Director**

Commercial Project - **Nike Commercial**

- Worked closely with Supervisor to successfully achieve and deliver Nike commercial.
- Rigger digital assets and collaborated with team members across various disciplines.

**Company – AltVfx, Brisbane (Contract)**

**January 2013 – October 2013**

**Commercial Project - Qantas Commercial**

- Worked as Softimage Technical Director and collaborated with team members to oversee successful completion of Qantas television commercial.

**Company - Made in Katana, Sydney (Contract)**

**January 2013 – October 2013**

**Music Video Project - Music video - Sony Music Entertainment Australia Pty Ltd**

- Helped bring the music video idea from storyboards, pitch concepts onto digital format.
- Responsible for creating animation, rigging, previsualization and layout of shots.
- Worked collaboratively & liaised with team members to bring vision to life.

**Institute JMC Academy, Sydney**

**March 2012 – March 2014**

- Sessional Lecturer for third year students in Creative Media – Character Rigging.

**Flying Bark Productions, Sydney (Contract)**

**April 2013 – May 2013**

**Animator | Rigging Technical Director**

**Movie Project - Blinky Bill - Animated Feature Film**

- Worked as Rigging Technical Director to implement facial rigging on digital characters.

**Animal Logic, Sydney (Contract)**

**January 2012 – December 2012**

**Animator | Rigging Technical Director**

**Movie Projects - Lego – Piece of Resistance - Animated Feature Film, The Great Gatsby – Film Production**

- Worked as Rigging Technical Director to help bring the vision of Lego toys to digital format.
- Setup & rigged digi-double characters, vehicles & props. Worked with Modeling & Crowd departments to animate crowds on The Great Gatsby.
- Wrote tools and scripts for rigging department in Python & MEL.
- Researched and documented workflows for rigging department.
- Provided support for character & assets rigging pipeline.

**Dr D Studios, Sydney, Australia (Contract)**

**June 2011 – October 2011**

**Crowd Technical Director**

**Movie Project - Happy Feet 2 – Animated Feature Film**

- Worked on a number of crowd shots on the movie
- Effectively translated director's vision on the big screen.

**Animal Logic, Sydney (Contract)**

**February 2011 – May 2011**

**Digital Artist – Animation**

**Movie Project - Harry Potter and the Deathly Hallows: Part 2**

- Animating characters to match live action plate for Stereo conversion.
- Provided support to rigging department for rigging digital characters and assets.

**Rockstar Games (Team Bondi), Australia (Contract)**

**November 2010 – December 2010**

**Digital Artist – Animation**

**Game Project - L.A Noire – Video Game for Microsoft Xbox 360 and Sony Playstation3**

- Edited Cinematic & Game play animations using Autodesk Motion Builder to help finish the project on time.
- Motion Capture editing.

**Krome Melbourne Studios, Australia**

**June 2008 – September 2010**

**Senior Animator**

Game Projects–

- **Transformers: Revenge Of the Fallen for Nintendo Wii and PlayStation 2**
  - **Various In-house games pitches and Unannounced Project for Microsoft Xbox360 & Nintendo**
- Animated game characters & creatures as per storyboards and pitch concepts.
  - Provided support for character rigging & gameplay.
  - Researched and documented creative workflows.
  - Wrote custom MEL scripts to speed up rigging process and transfer animation between rigs.
  - Rigged characters in Maya using Krome’s custom Rig Tools & creating custom rigs.
  - Prototyped and tested gameplay animations by animating & utilizing In-house engine tools.

**Red Tribe Studio, Australia**

**March 2007 – May 2008**

**Senior Animator**

Game Projects–

- **Space Chimps for Microsoft Xbox 360**
  - **Warner Bros: Looney Tunes Acme Arsenal**
- Developed and managed characters setups for games.
  - Animated various in game characters and creatures.

**Binary Star Studios, Auckland, New Zealand (Contract)**

**June 2005 – March 2007**

**Lead Animator**

Game Project– **Hybrid – Working Project for Microsoft Xbox 360 and PC platforms**

- Presented and pitched game ideas to key Creative’s via storyboards, treatments & synopsis.
- Managing animation production, team and pipeline.
- Worked closely with production and key stakeholders to ensure budget and schedules are met.
- Effectively communicated with team members and provided a clear creative direction.
- Working with programmers in developing tools for motion system.
- Prototyped and tested animations for the game.

**Crest Animation Studios, Mumbai, India**

**October 2002 – June 2005**

**Senior Animator**

Tv and DVD Production Projects–

- **The Adventures of Piggley Winks - Daytime Emmy award & Annie award winning show**
- **Television Series - Pet Aliens - Daytime Emmy award nominee**
- **Direct to D.V.D - American Greetings show**
- **Special Project - Arthur and missing pals**
- Trained Artists to use Autodesk Softimage during production.
- Managed team of artists.
- Animated various characters according to storyboard provided.
- Provided technical and pipeline support for using Autodesk Softimage during production.
- Provided support for character pipeline.