

Upinder Dhaliwal

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A creative leader with a solid technical skills who thrives in high-growth and high pressure environments.

CORE CAPABILITIES:

- Product Owner #AugmentedReality #VirtualReality projects for product demonstration and marketing.
- Uniquely skilled to understand software, technical animators and creative departments requirements.
- Adept in working with cross functional teams to automate and optimise game production pipeline.
- Proficient 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.
- Flexibility in adjusting to a wide range of activities and changing environments, and to adapt to new ideas and structures.
- Excellent communication skills, both verbal and written.
- Ability to analyse, evaluate and solve problems; and to take initiative in the workplace.
- Technical Documentation for tools and processes.

CAREER SUMMARY

CASINO SLOT COMPANY:

November 2013 – Present

- Aristocrat Technologies, Sydney

ASSOCIATE DIRECTOR ANIMATION

- Provide technical direction to project stakeholders regarding the production approach and the associated development pipeline.
- Drive continual improvement in operational efficiency, ensuring that the team is strategically aligned to deliver business projects.
- Identify, communicate and resolve problem areas and risks in the production cycle and schedules.
- Research, develop & maintain art/animation pipeline for product Signage, delivering to global marketing teams.

PRODUCT OWNER – AUGMENTED REALITY PROJECT

As a Product Owner, identified a gap in customer engagement to demonstrate and experience slot games and cabinet design in an immersive experience, I was seconded to a internally funded project to lead a specialist team in orchestrate the research, development and prototyping a suite of products within #AugmentedRealty and #MixReality technology stack.

Key Accomplishments:

- Validated and qualified the engagement gap in Customer Engagement, Product Showcase, Product Research and Development verticals by partner with Commercial, Marketing and IT.

- Successfully developed **Minimum Valuable Product (MVP)** – Led an agile team to develop and launch #AugmentedReality app for Marketing, resulting in very positive market response.
- Collaborated with Finance and IT Business Partners in developing Business Plan and Costing for global development and implementation of the product stack.
- Presented in executive level presentation and investment committee.

TEAM LEAD ANIMATION

- Managing, Supervising and training team members based in Sydney and India.
- Recruiting and onboarding new hires in Sydney and India, conducting performance reviews and setting IDP's for team members.
- Dealing with Global Marketing and Engineering for content delivery for tradeshow and product development research.
- Identifying, evaluating and overseeing production pipeline. Documentation of new processes, maintaining tools and software for global teams.
- Working with Art Directors, Project Managers and Executive Producers to scope out work, assess technical risks and scheduling resources.
- Subject matter expert in providing technical and creative solutions on projects and pipeline.

COMMERCIAL COMPANIES:

January 2013 – October 2013

- Fuel VFX, Sydney
- AltVfx, Brisbane
- Made in Katana, Sydney
- Flying Bark Productions, Sydney

CREATIVE CONSULTANT

Commercial Project - Nike Commercial

Commercial Project - Qantas Commercial

Music Video Project - Sony Music Entertainment Australia Pty Ltd

Movie Project - Blinky Bill - Animated Feature Film

Key Accomplishments:

- Hands on creative on projects.
- Developed Art/Animation pipeline for music video.
- Python and MEL developer for automation tools and scripts.

FILM COMPANIES:

January 2011 – December 2012

- Animal Logic, Sydney
- Dr D Studios, Sydney

CREATIVE | TECHNICAL CONSULTANT

Movie Projects – Lego – Piece of Resistance - Animated Feature Film

Movie Projects – The Great Gatsby – Film Production

Movie Projects – Harry Potter and the Deathly Hallows: Part 2

Movie Projects – Happy Feet 2 – Animated Feature Film

Key Accomplishments:

- Hands on creative.
 - Python and MEL developer for automation tools and scripts.
 - Researched and documented creative workf
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CONSOLE GAMING COMPANIES

October 2010 – December 2010

- Rockstar Games, Sydney

TECHNICAL CONSULTANT

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

Key Accomplishments:

- Hands on creative.
 - Python and MEL developer for automation tools and scripts.
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CONSOLE GAMING COMPANIES:

June 2008 – September 2010

- Krome Melbourne Studios, Australia

SENIOR ANIMATOR

Game Project – Transformers: Revenge Of the Fallen for Nintendo Wii and PlayStation 2

Game Project – Microsoft Xbox360 Avatar.

Key Accomplishments:

- Hands on creative.
 - Collaborated to develop inhouse game engine.
 - Python and MEL developer for automation tools and scripts.
 - Researched and documented creative workflows.
 - Technical documentation of tools and processes.
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CONSOLE GAMING COMPANIES:

March 2007 – May 2008

- Red Tribe Studio, Australia

SENIOR ANIMATOR

Game Project – Space Chimps for Microsoft Xbox 360

Game Project – Warner Bros: Looney Tunes Acme Arsenal

Key Accomplishments:

- Hands on creative.
 - Collaborated to develop inhouse game engine.
 - Python and MEL developer for automation tools and scripts.
 - Researched and documented creative workflows.
 - Technical documentation of tools and processes.
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CONSOLE GAMING COMPANIES:

June 2005 – March 2007

- Binary Star Studios, New Zealand

TEAM LEAD ANIMATION

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

Key Accomplishments:

- Hands on creative.
- Lead an agile creative team to develop inhouse game engine.
- Collaborated to build Product roadmap and delivery game engine features.
- Python and MEL developer for automation tools and scripts.
- Researched and documented creative workflows.
- Technical documentation of tools and processes.

MEDIA PRODUCTION COMPANY:

October 2002 – June 2005

- Crest Animation Studios, Mumbai, India

SENIOR ANIMATOR

Tv Production - The Adventures of Piggley Winks - **DAYTIME EMMY AWARD & ANNIE AWARD WINNING**

Tv Production - Pet Aliens - **DAYTIME EMMY AWARD NOMINEE**

DVD Production - American Greetings show

DVD Production - Arthur and missing pals

Key Accomplishments:

- Hands on creative.
- Developed & maintained creative pipeline.
- Technical documentation of tools and processes.
- Collaborated with stakeholders to schedule and delivery production shots.

QUALIFICATIONS

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