

Harsh Ray

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EDUCATION

MFA in Visual Effects, November 2024,

Savannah college of art and Design

Bachelor of Engineering in Computer Engineering, 2019,

Gujarat Technological University

SKILLS

Technical

Real-time Particle FX, Particle effects, Special effects, Shader effects and programming, and Procedural modeling, Shell scripting, Visual Scripting, Technical Direction, Software deployment.

Software

Unreal Engine, Houdini Fx, EmberGen, LiquiGen, Nuke, Substance Designer, Substance Painter, Maya, DaVinci Resolve, Gaea, Zbrush, Adobe CC, VMWare.

Professional

Performance Optimization, Problem-solving and Multitasking Abilities, Adaptability and Flexibility, Production and Processing, Attention to Detail

WORK EXPERIENCE

TECHNOLOGY SPECIALIST, Savannah College of Art and Design, current

- Maintained render farm, animation software, and hardware for VFX, animation and game development.
- Providing technical support, troubleshoot issues, and ensure smooth workflows for the students and faculties.
- Optimize software/tolls, automate tasks with scripts, and resolve production pipeline issues.
- Ensure system stability and performance for the creative projects.

STUDENT SYSTEM SUPPORT SPECIALIST, Savannah College of Art and Design, 2022-2024

- Maintained computing infrastructure and generated performance reports.
- Managed software upgrades, and worked closely with render server issues.
- Deployed and Tested packages in Linux for the animation and VFX production Pipeline.
- Provided end-user support, simplifying technical jargon.
- Collaborated on VFX and Animation pipeline support, and troubleshooting across Windows, Linux, and MAC environments.

Senior Graphic Designer, Lemino Agro India Pvt. Ltd. 2020-2022

- Executed design finalisations including image sizing and font selection.
- Presented mockups to Executives, gathered feedback, and incorporated it into designs.
- Designed print materials such as brochures, banners, and signs.
- Prepared digital and print-ready image files, enhanced existing graphics, and developed animations and visual elements, including logos, illustrations, and typography.

Head of Design, Akshar Chalchitram, 2016-2018

- Enhanced team efficiency through process improvements and cross-functional leadership.
- Spearheaded market research, identified design opportunities, and developed business cases.
- Articulated design strategy and vision, fostering creative collaboration.

- Ensured high-quality visuals, resolved issues through troubleshooting, and partnered with clients on brand image.

PROJECTS

- Sacred Insights: Enriching the Shivalinga Worship Ritual with Real-time Visual Effects.