

RAVINDER KUNDI
DOB 1ST JUNE 1978
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RSKUNDI98@GMAIL.COM

Active Member of the Visual Effects Society(VES)
Active Member of British Academy of Film and Television Arts(BAFTA)

EMPLOYMENT

-PARAMOUNT STUDIOS .Los Angeles, California Oct 2014 - Present

VISUAL DEVELOPMENT ARTIST/CONCEPT ARTIST
3D Feature film - AMUSEMENT PARK (2018)
3D Feature film -FIN(CANCELLED)

-LOCKSMITH ANIMATION , London, United Kingdom Nov 2014-Feb 2017

ART DIRECTOR / VISUAL DEVELOPMENT ARTIST/CONCEPT ARTIST
Freelance Concept / Visual Development Artist on various Development projects,
with Sarah Smith and Elisabeth Murdoch in collaboration with Double Negative.

-KEN DUNCAN STUDIOS, Los Angeles, California Sept 2015- Oct 2015

3D VISUAL DEVELOPMENT ARTIST/PREVIZARTIST
Freelance Visual Development Artist/ Previz Artist on various
Development projects on Teaser Trailer for new project

-REEL FX (MANDOO PICTUERS) Angeles, California JULY 2014-OCT 2104

3D VISUAL DEVELOPMENT ARTIST/CONCEPT ARTIST
3D Feature Film -ROCK DOG.(2016)

-DREAMWORKS ANIMATION SKG, Los Angeles, California OCT 2011-JUL2014

3D VISUAL DEVELOPMENT ARTIST/CONCEPT ARTIST
3D Feature Film - Mumbai Musical (2017)
3D Feature Film – HOME! (2015)
3D Feature Film - Penguins of Madagascar (2014)

-DR D STUDIOS. Sydney, Australia MAY 2011 – SEPT 2011

3D FEARURE FILM -HAPPY FEET (2012)
Senior Lensing /previz artist

-SONY PICTURES IMAGEWORKS .Los Angeles, Ca April 2010-May 2011

3D Feature Film: ARTHUR CHRISTMAS (SONY PICTURES)
Digital Set Designer (viz dev)/Concept Artist Senior Rough Layout artist

- **AARDMAN ANIMATIONS, Bristol, England** May 2009-March 2010

- **3D Feature Film: ARTHUR CHRISTMAS (SONY PICTURES)**
Digital Set Designer (viz dev)/Concept Artist 3D Environment Modeler-

-**ANIMAL LOGIC, Sydney Australia** AUG 2008 –MAY 2009

**3D Feature Film: ZACK SNYDER'S
LEGEND OF THE GUARDIANS (WARNER BROTHERS)**
Digital Set Designer (viz dev)//Concept Artist 3d Environment Modeler Senior Layout artist

- **FRAMESTORE CFC, London, England** JUNE 2007 -JULY 2008

3D Feature Film : THE TALE OF DESPEREAUX. (UNIVERSAL PICTURES)
Senior Layout Artist
Final Layout Artist (Assistant to Art director in Set Dressing)

- **UNIVERSAL PICTURES London, England.** FEB 2007 -JUNE 2007 -

3D Feature film THE TALE OF DESPEREAUX,
Digital Set Designer (viz dev)// Concept Artist 3d Environment
modeler / Previz

- **BLUR STUDIOS, California (freelance)** JAN 2006 – MAR 2007

GAME : MARVEL'S SPIDER MAN 3 CINEMATIC.
3D Character, modeler and Texturing.

- **CARTOON FILM CO. Berlin Germany** MAR 2006 – DEC 2006

2D Feature Film : KLEINER DODO (WARNER BROTHERS GERMANY) Sequence Director, 3D
Character /Set Modelling, Head of 3D pre-visual /Conceptual layout, Background painter

BERLIN FILM CO. Berlin, Germany NOV 2003 - FEB 2006

3D Feature Film, HAPPILY NEVER AFTER (LIONSGATE FILM)
Set Design, Senior Pre-visual Artist, Senior 3D Layout Artist, set dressing and Matte Painting.

- **HAHN FILM GMBH, Berlin, Germany APRIL 2003 - NOV 2003**

2D Feature Film HAPPILY NEVER (LIONSGATE FILM)
Character Designer,Set Designer, Layout Artist

-**CUPPA COFFEE ANIMATION. Toronto, Canada JUNE 2002 - OCT2002**

Disney's JOJO'S CIRCUS (Stop Motion)
Production Designer Locations designer for Disney's first ever stop motion children's show 2003

- Steven Griffiths, ASIAN DEVELOPMENT BANK. Ontario, Canada AUG 2001

Children of Asia (Voice Actor)

Voice Actor for documentary, Director Steven Griffith. Children of Asia went on to win, The Silver medal at the 2001 New York film festival in the Education, Information and Entertainment category.

- KUL GRAPHICS. Nairobi, Kenya MAY 2000 - AUG 2000 -

Children's Book Illustrator/Designer

MUKUND ARTS. Nairobi, Kenya JAN 1996 - MAY 1997
Graphic Designer of the official Kenyan Stamp, where i worked under the President of Kenya,

EDUCATION

SHERIDAN COLLEGE. Ontario Canada SEPT 1998 - JUNE 2002

-Classical Animation (3 year Diploma) Course work included: Animation techniques, Layout and Design, Storyboard, Life Drawing, Writing for Animation, History of Animation, Film and Sound techniques, Editing, Directing and Producing.

CUPPACOFFEE ANIMATION. Ontario, Canada JAN 2002 - MAY 2002 -Stop Motion

Animation

Received training in Animation for stop motion, lighting for stop motion, camera operation

LOUGHBROUGH UNIVERSITY, United Kingdom SEPT 1997 - JUNE 1998 - Foundation in Art and Design (1 year BTEC Diploma)

- Guilds A+ Black and white Photography

COMPUTER TRAINING

Maya,3d studio Max, Zbrush, Marvelous Design , Photoshop, After Effects, Premiere, Painter, Illustrator, Nuke.