

Akshat Bhargava

Rigging / Simulation / Tools / Technical Animator

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Work Experience

Industrial Light & Magic (ILM)

Creature TD

Sep 2023 – Present

Double Negative (DNEG)

Creature Lead TD

Apr 2022 – Aug 2023

Moving Picture Company (MPC)

Key-rigging artist

Jan 2019 – Mar 2022

Stanion Studios

Remote rigging artist/ animator

Mar 2018 to Jul 2018

Rigging and animation for [TideTurn](#) game

ZOAN

Remote rigging artist/ animator

Oct 2017 to Feb 2018

Rigging and animation for “[The National Museum of Finland](#)” VR Project (Vellamo)

Penryn Games LLC

Remote rigging artist

Nov 2015 to Jan 2017

Rigging for [FRAMESHIFT](#) game

TREK Industries

Remote rigging artist/ animator

Oct 2014 to Apr 2017

Rigging and animation for “[Guardians of Orion](#)”

Fiktion-Studio

Animator, rigging and hair & fur artist Oct

2011 to Jan 2014 [fiktionstudio](#)

Awards

Received spot award (performance award) for Cruella Movie from MPC film

Received another spot award for Prehistoric Planet

MPC film and episodic show

Education

Maya Academy of Advanced Cinematics

2009 - 2011

AD3D plus, Advance diploma in 3D animation

Bachelor’s Degree in English Literature

2012 - 2016

Technical Skills

3D Software: Maya, Houdini, Mudbox, 3DS

Max (basic), Adobe Creative Suite

Cinema 4D (basic)

Programming: Python (PyQt), MEL,

Python Maya API, C++ (basic), Git