

Homie

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Melbourne, Australia

[LinkedIn](#) | [Showreel](#)
[Video Production: 1, 2, 3](#)

CAREER OBJECTIVE

Dedicated Video Producer, Visual Effects Artist, and Projection Mapping Specialist with extensive experience in Video Production, Motion Design, and Interactive Installations. Adept in creating refined visual effects and generative works, I am seeking roles in Video Production, Multimedia Development, Virtual Production, and Visual.

PROFESSIONAL EXPERIENCE | PRIMARY

Video Producer

Mar 2022 - Current

News Perform

Video Production, Design strategy and Content development.

- Lead the design and development of a versatile video production studio, integrating advanced shooting equipment to enhance visual quality.
- Designed a non-linear editing setup, reducing content production time while maintaining high creativity and detail.
- Execute Motion Design, Colour Correction/Grading & Graphics.
- Secured strategic partnerships with Industry leaders, generating over \$600K in video revenue for FY 2024.
- Oversee Live Streaming and Content Planning.
- Manage Studio and Equipment Setup and Maintenance.

Multimedia Officer

Jan 2021 - Jan 2022

Cardinia Shire Council, Cardinia Cultural Centre, Australia

Interactive installation development, Animation and Pre-production Pipeline.

- Developed Interactive Projection Mapping and Game Design.
- Produced and Edited Videos.
- Supported and developed local arts initiatives.
- Created accessibility-friendly media and digital media strategies.
- Manage Art gallery and Equipment Setup and Maintenance.

Multimedia Specialist (Contractor)

Jul 2020- Current

Incite Arts, Australia

Illustration, Animation and Pre-production Pipeline.

- Created Visual Effects and Motion Graphics.
- Designed 3D concepts, animations, and compositing.

PROFESSIONAL EXPERIENCE | ADDITIONAL

Video Producer, Animator & Projection Mapper

Jan 2019 - Sep 2019

ReAction Theatre x RMIT, Australia

Les Mystères du Louvre: Effectuated a new medium of performance and use of space by orchestrating the integration of visual performance and live acting.

- Enhanced performance spaces with Visual Effects and Stage Setup.
- Developed animations and virtual environments.
- Engaged the public and promoted local arts through projection mapping and Video Production.

Studio Assistant & Research Assistant (Casual)

Nov 2021 – Aug 2022

RMIT UNIVERSITY, Australia

Advanced research support, critical consultation and resource assistance.

- Assisted students with projects and provided resources.
- Planned events and supported community engagement.

Research support, public event setup and engagement.

- Set up public installations and generated engagement through interactive programs.
- Documented and promoted events, and produced advertisement videos.

Curator, Video Producer & Projection Mapper

2019 - 2020

RMIT, Australia

MAGI Expo 2019 & 2020: The end-of-year exposition for the Masters of Animation, Games and Interactivity with RMIT.

- Curated events for the MAGI Expo 2019 & 2020.
- Showcased personal projects, managed online streams, and directed stages.

EDUCATION

Master of Animation, Games, and Interactivity (*Graduated with Distinction*)

2019

RMIT Melbourne, Australia

Bachelor of Multimedia and Animation

2014

Punjab Technical University, India

Diploma in 3D Animation

2009

Picasso Animation College, India

SKILLS

- Visual Effects, Motion Design, Video Production & Project Management
- Strong Communication, Time and Resource Management, Creative Thinking
- Visual Storytelling, Studio Setup & Management
- Adobe Creative Suite, Animation, Motion Graphics & Colour Correction
- Unreal Engine, Projection Mapping (Resolume, TouchDesigner)
- Miscellaneous Technical (Hardware and Software) Abilities
- MS Word, Excel & PowerPoint
- Multilingual: English (Advanced), Hindi (Advanced), Gujarati (Fluent)

ACHIEVEMENTS

Founder and Multimedia Developer at the OrCha Collective (www.orchacollective.com)