Sagar Khan

Senior Lighting Artist / Technical Director

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VFX Lighting Showreel CG Lighting Showreel

PROFESSIONAL SUMMARY

Dedicated and upbeat Lighting Artist / TD with over 8 years of experience in lighting for films, shorts and commercials. Highly skilled in Lighting, Rendering and Compositing, with a focus on optimizing renders and troubleshooting technical issues. Demonstrated ability to meet tight deadlines while working collaboratively as well as independently. A critical thinker with a self-driven and highly organized work ethic. Strong team player with a passion for bringing stories to life and creating compelling visuals. Seeking an opportunity to work with incredibly talented teams and deliver exceptional results.

WORK EXPERIENCE

DNEG • Senior Houdini Lighting TD (Freelance)

Feb 2025 - Jun 2025

VFX Projects- Ramayana (2026)

- Creating or implementing light rigs based on concept art or on-set references
- Lighting and rendering assets that involve CG hair and scattering materials
- Managing volumetric light setups, including the development of shadows and light modifiers
- Customising shaders to meet specific shot requirements by modifying their attributes
- Pre-composite shots in Nuke
- Managing multiple assets, lighting setups efficiently and troubleshoot rendering issues

Giant Animation • Senior Lighting TD (Freelance)

Aug 2023- Feb 2025

Animation Series Projects- Fairly OddParents- A New Wish (Nickelodeon), Evergreen Hills

- Responsible for technical lighting fixes for animated shows the Fairly OddParents 3D reboot and Evergreen Hills
- Optimising render time, checking texture and shading issues, publishing anim caches, publishing sets
- Building master lighting shots for each episode to check for light setup, bugs and solve it
- Tech fixing issues for lighting team related to anim, character, asse, prop mismatch
- Fixing technical glitches for retake shots and rendering

DNEG • India- Lighting TD

Apr 2022 - Jul 2024

VFX Projects- Star Wars: Skeleton Crew, Meg 2, Masters Of The Air, Witcher: Blood Origin, Kalki 2898, Munjya Animation Feature Film Projects- The Garfield Movie (2024), That Christmas (2024)

- Creating or implementing light rigs based on concept art or on-set references
- Lighting and rendering assets that involve CG hair and scattering materials
- Continuously explore and implement new approaches to improve the quality and efficiency of the rendering process

HMX Media • India- Senior Lighting Artist

Nov 2019 - Apr 2022

Joined HMX Media as a mid-lighting artist and was promoted to senior lighting artist in December 2021

- Managed a team of 3-4 people as a Senior Lighting Artist Partnered with creative directors to produce styleframes and designs for project pitches
- Worked on 70+ commercials for brands like Sony, Lenovo, Panasonic, TCL, Tuefel, and more
- Utilised Autodesk Maya, Octane Render, After Effects, and Deadline for project work

USP Studios • Mumbai, India- Lighting Artist

Sep 2018 - Sep 2019

- Worked as a lighting and compositing artist for a YouTube Kids TV channel
- Successfully completed lighting and compositing for 2 to 3 episodes weekly, meeting strict deadlines

Cubix Animation • Mumbai, India- 3D Generalist

May 2017 - Aug 2017

- Engaged in 3D Modeling, Look-dev, Lighting, and Rendering tasks Created 3D assets based on provided artwork
- Set up and rendered passes for compositing, performed slap comps in Nuke to ensure lighting matched artwork, and edited layers to generate correct passes for all elements

EDUCATION

Masters in Digital Direction 2013 - 2018 Rubika, Supinfocom

SKILLS AND SOFTWARE KNOWLEDGE

Lighting Engines: Houdini, Maya, Katana, Clarisse, Unreal

Renderers: Renderman, Vray, Redshift, Arnold, Lumen, Solaris, Mantra

Compositing: Nuke, After Effects, Photoshop Real-Time Engines: Unreal, Octane, Redshift RT

Other: Experience with PBR rendering

IMDB- https://www.imdb.com/name/nm10422359 LinkedIn- https://www.linkedin.com/in/sagar-khan