

Akshay Dandekar

Color | Imaging | Workflow – Senior Technical Director

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Technical Director with over 9 years of experience in color and VFX. Proficient in Python programming and well-versed in 2D and 3D pipeline, as well as various DCCs such as Nuke, Unreal Engine and Houdini. A dedicated team player, eager to embrace new challenges and collaborate effectively to achieve project goals.

SKILLS

- Programming: Python (OOP, PyQt/PySide), SQL
- Color & Imaging: OpenColorIO (OCIO), OpenImageIO (OIIO), Video Formats, Color Management, ACES
- Digital Content Creation Software: Nuke, Unreal Engine, Houdini, Davinci Resolve, Baselight, RV, Shotgrid
- Workflow Tools: GitHub, Jira, Perforce

EXPERIENCE

ASWF Mentor and Independent Developer

Oct 2023 – Present

- Mentor for Academy Software Foundation's (ASWF) Summer Learning Program.
- Developed standalone application for the creation of OCIO config for both MacOS and Windows. <https://www.akshaycolorist.ca/configurator>
- Developed a LUT Texture Generator for Unreal Engine's Post Process Volume.

Color & Imaging Technical Director

Nov 2021 - Sep 2023

Zoic Studios, Vancouver, BC

- Managed color pipelines across multiple locations for various DCCs including Nuke, Maya, Substance Painter, Hiero, Unreal Engine 5, and Photoshop.
- Offered technical support and guidance to IO, Editorial, and 2D and 3D teams regarding image formats and color standards.
- Regularly participated in code review and managed code updates.
- Assisted VFX supervisors in developing project-specific Nuke and render templates, imaging/color gizmos, and final QC.
- Engaged in client meetings to strategize and optimize workflow efficiency.
- Worked closely with pipeline developers to design and implement new studio tools.

Color Pipeline Consultant

Nov 2021 - Apr 2022

MARZ VFX, Toronto, ON

- Facilitated the transition of color department responsibilities to a new Technical Director, providing support and guidance throughout the process.
- Contributed to documentation efforts to ensure smooth knowledge transfer and continuity in color management procedures.
- Assisted Editorial teams in adhering to new color standards, offering guidance and support to ensure seamless integration and compliance.

Technical Director

Jan 2021 - Oct 2021

MARZ VFX, Toronto, ON

- Orchestrated studio transition to ACES managed pipeline by establishing ACES workflows for Nuke, Houdini, and Maya.
- Developed and validated OCIO configurations for alternate looks or custom color spaces as needed for each production.
- Offered continuous support to artists and VFX supervisors in resolving color related issues throughout projects.
- Supervised the implementation of color and format standards for ingesting and delivering client material, ensuring consistency and quality.

Head of Editorial

Dec 2018 - Jan 2021

MARZ VFX, Toronto, ON

- Performed daily Scrum with editorial team to ensure ingesting, packaging and dailies deadlines were met.
- Managed VFX dailies, including the creation of show-specific specification sheets to meet client needs.
- Executed show setups for 2D, 3D, and lighting departments to ensure smooth project progression.
- Provided technical and editorial support to supervisors and team members, enhancing project effectiveness.
- Supervised editorial team operations to maintain efficient workflow and meet deadlines consistently.
- Participated in client meetings to facilitate seamless roundtrips and address any concerns promptly.

LICENSES & CERTIFICATIONS

Color Strategies

International Colorist Academy, London

ACES Essentials

International Colorist Academy, London

Certified Davinci Resolve Trainer

Blackmagic Designs

PSM-1

EDUCATION

Broadcast Television & Videography

Humber College, Toronto, ON

Bachelor's Degree in Mass Media and Advertising

Mumbai University, Mumbai