MAYA LUCY VYAS

maya.vyas92@gmail.com
mayalucy.com
linkedin.com/in/mayavyas

3D artist and themed entertainment enthusiast. My specialties encompass all aspects of the 3D pipeline including previsualization, layout, rigging, animation, and compositing.

Skills

Proficient in
- Autodesk Maya
- Nuke
- Unreal
- Houdini
- Motion Builder
- Adobe Creative Suite:
  Photoshop
  Premiere
  After Effects

Experience with
- Python
- Shotgun
- Perforce
- Linux

Additional Experience

Unreal Virtual Production
Primer Course
Online Learning, 2021

Disney Imaginations
Competition
1st Place Team, 2018

Lead Lighter and
Compositor for Monarcade
Student Short Film, 2018

World Teach
Program Manager
July 2014 - June 2015
Chuuk, Micronesia
- Managed 3 teachers and 75 students in an under-served bilingual community
- Programmed the Chuuk High School website

Work Experience

Walt Disney Imagineering
Glendale, CA

Senior Visual Effects Designer	October 2022 - Present
Associate/Visual Effects Designer	2018 - 2022

- Rig and animate CG cameras and characters in Maya for the previsualization of rides
- Use projection tools in Nuke to map media onto full-scale screens and organic surfaces
- Virtually stage experiences with game level editing in VR using Unreal Engine
- Animate ride vehicles in Motion Builder following engineering guidelines
- Travel to install media, working live on-site and in mockup locations

Walt Disney Animation Studios
Burbank, CA

Layout Finaling Artist   May - September 2022
- Composed shots and finessed virtual cameras in Maya for Strange World (2022)
- Ensured accuracy of shots, troubleshot technical fixes and adjusted sets and animation before publishing for use by downstream departments

Savannah College of Art and Design
Savannah, GA

Graduate Teaching Assistant   Spring 2018
3D Character Animation I course
- Addressed refinements of weight and timing in Maya for undergraduate students
- Instructed advanced usage and application of technical 3D animation tools such as the graph editor and constraint types

Ten-X
Manhattan, NY

Quantitative Research and Product Analyst   2015 - 2016
- Generated animations of monthly real estate valuations based on macroeconomic data
- Codeveloped MaximusiQ, an interactive web-based platform providing investment insights with infographic explanations for monthly real estate valuations

Education

Savannah College of Art and Design   M.F.A. in Animation
Graduate June 2018
GPA: 3.95
Thesis Topic: Visualizing Abstract Mathematics Through Animated Storytelling

New York University   B.A. in Mathematics
Graduate May 2014
Minor in Fine Arts