



Coby Palivathukal

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 <https://www.cobypal.com/>

Education



University of Southern California

Master of Fine Arts - MFA, Animation and Digital Arts

2019 - 2022

Annenberg Fellowship Recipient (2021-22); Fox Fellowship Recipient (2021-22); Teaching Assistant for CTPR 551: Directing in a Virtual World (Fall '21, Spring '22), CTAN 564: Motion Capture Fundamentals (Spring '21) and CTCS 190: Intro to Cinema (Fall '19, Spring '20)



Stanford University

Bachelor's degree, Philosophy, Minor: Film and Media Studies

2014 - 2018

Stanford Club Swimming (Captain '15-'18), Stanford VFX (President '17-'18), Rabbit Hole VR (Project Manager '18)

Work Experience



Production Coordinator USC Immersive Media Lab

Jan. 2021 - Present (1 year +)

Manage the production of a VR application being built in Unreal Engine for a client



Unreal FX Artist ReelFX

March 2022 - Present (1 month)

Add visual effects blueprints to shots in Unreal Engine for an upcoming Netflix show



Previsualization Artist Golden LA

January 2022 - February 2022 (2 months)

Created motion capture previsualization using a Perception Neuron motion capture suit and Unity engine for a Miller Lite Super Bowl commercial



Project Coordinator

Unity Technologies

May 2020 - Mar. 2021 (11 months)

Produced VR, AR, and animation course materials for the Unity education team



AR/VR Developer

Stanford Children's Health | Lucile Packard Children's Hospital Stanford

Oct. 2018 - Aug. 2019 (11 months)

Built AR and VR applications for the Stanford Chariot Program, a group that uses AR and VR to reduce anxiety for children at the Lucile Packard Children's Hospital

Skills

Virtual Production - Unity - Unreal Engine - VR/AR Development - C# Programming - UE Blueprinting

Motion Capture Animation - 3D Modeling and Texturing - Maya - Substance - iClone/Character Creator

Project Management - Communication - Organizational Leadership