Coby Palivathukal – Producer

Los Angeles, CA

<cobypal.com>

**About**

Coby is a producer who combines project management and organizational leadership skills, hands-on knowledge of all stages of the digital art creation process, and a passion for elevating art in all forms.

**Work Experience**

**Producer at Meta**

May 2022 - Present (1 year 4 months)

Manage the production of numerous art projects for Messenger including: AR effects for real time calling, AR effects and games for Messenger Kids, icons and illustrations for the Messenger product, chat themes for Messenger and Instagram Direct, and more.

**Producer at USC Immersive Media Lab**

Jan. 2021 - May 2022 (1 year 5 months)

Managed the production of a VR driving application built in Unreal Engine and an AR car visualization application built in Unity for the Trophy Automotive Group.

**Production Coordinator at Unity Technologies**

May 2020 - Mar. 2021 (11 months)

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

**Education**

**USC School of Cinematic 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**

BA: 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)

**Skills**

Project Management - Communication and Collaboration - Organizational Leadership

Storytelling - Art Direction - Delivering Actionable Feedback

3D Animation - Unity & Unreal Engine - VR/AR - AI Art - Virtual Production - Motion Capture