


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 (2021-22), CTAN 564: Motion Capture Fundamentals (2021) and CTCS 190: Intro to Cinema (2019-2020)



Stanford University

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

2014 - 2018

Stanford Club Swimming (Captain 2015-18), Stanford VFX (President 2017-2018), Rabbit Hole VR (Project Manager 2018)

Experience



Production Coordinator

USC Immersive Media Lab

Jan 2021 - Present (6 months +)

Facilitate the production of the lab's current VR/AR project being made in Unreal Engine



3D Animator

TCL Research America Inc.

Dec 2017 - Mar 2018 (4 months)

Animate scenes for in-house projects using TCL Research America's proprietary animation software



Production Assistant

Elektrashock Productions

Dec 2020 - Present (4 months +)

Help run motion capture and virtual production shoots for Elektrashock's clientele



Project Coordinator

Unity Technologies

May 2020 - Mar 2021 (11 months)

Produced videos, courses, and other projects for the Unity education team



AR/VR Producer

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

Oct 2018 - Aug 2019 (11 months)

Oversaw the creation of 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

Project Management • Communication • Organizational Leadership • 3D Animation • Motion Capture • Unity • Unreal Engine • Adobe Creative Suite • Virtual Reality • Augmented Reality