



Coby Palivathukal - Producer

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

Coby is a producer who combines project management and organizational leadership skills with hands-on knowledge of all stages of the digital art creation process.

Work Experience



Producer at Meta

May 2019 - Present (1 year 3 months)

Manage the production of numerous simultaneous 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.



Executive Producer and Founder at Olorious Oats Animation

January 2019 - Present (1 year 11 months)

I founded Olorious Oats Animation in 2019 to tell stories using innovative technologies including real-time 3D animation, AR/VR, and AI. Since then, we have created original IP shared via social media and have collaborated with a number of companies including Reelfly on a Petfliç series and Olden SA on a Super Oo, Ltd.



Production Coordinator at USC Immersive Media Lab

Jan. 2021 - April 2022 (1 year 4 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



Project Coordinator at Unity Technologies

May 2020 - Mar. 2021 (11 months)

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

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 of Arts - 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 - Aesthetic Evaluation - Delivering Actionable Feedback

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