

MAYA LUCY VYAS

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

Skills

Proficient in

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

Experience with

- Python
- Shotgun
- Perforce

Additional Experience

Unreal Virtual Production
Primer Course
Online Learning, 2021

Disney Imaginations
Competition
1st Place Team, 2018

SCAD Themed
Entertainment LA Trip
Program Participant, 2017

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, handling all online sales

Work Experience

Walt Disney Imagineering

Glendale, CA

VFX Designer

January 2022 - Present

Associate VFX Designer

2019 - 2021

Visual Effects Design Intern

2018

- Rig and animate CG cameras and characters in Maya for the previsualization of rides
- Use projection tools in Nuke to map media onto large-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

Monarcade

Savannah, GA

Lead Lighter and Compositor, Assistant Animator

January - March 2018

A collaborative 3-minute animated short produced by SCAD students

- Composited 2D character animation over 3D environments using Nuke
- Used Arnold Render Passes to create a dynamic and stylized arcade aesthetic

Savannah College of Art and Design

Savannah, GA

Graduate Teaching Assistant

January - March 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

September 2015 - July 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