JASON DOURGARIAN

TECHNICAL ARTIST

jasondourgarian.com

✎ WORK HISTORY

Technical Artist
MAR 2018 - PRESENT

GOOGLE

Synthetic Data   (Mar 2020 - Present)

Led look development of a synthetic data pipeline, driving outcomes of delivering millions of images to ML researchers. Authoring material libraries for digital humans and accessories (clothes, glasses) and maintaining parity across different offline render engines. Working closely with software engineers to develop a USD based pipeline leveraging Hydra delegates to render full USD scenes and an image-space post processing stack at scale.

Digital Humans & Relighting   (Mar 2018 - Mar 2020)

Designed and developed various Unity and Unreal based AR and VR applications. Created novel demos of Light Stage volumetric captures and integrated pre-released Environmental HDR relighting features, which was featured onstage at Google I/O 2019.

Light Fields   (Mar 2018 - Mar 2020)

Created immersive desktop and mobile prototypes for various devices (VR HMDs, Magic Leap, Looking Glass, Starline display) - exploring creative solutions for consuming light fields. Developed tools and scripts in Unity for light field playback synchronization with cached meshes. Developed and published the light field slideshow app and interactive website for DeepView SIGGRAPH paper among other publishings. Worked cross-functionally with other orgs at Google including the pilot of a light field ads campaign.

Technical Artist
JUL 2017 - MAR 2018

LYTRO

Procedurally enhancing light field video in 3D space and creating photorealistic 6DoF video. Problem solving visual errors in light fields and objectively fixing them using multi-view image processing tools. Problem solving side by side with engineers to identify solutions for improving visual quality. Contributed to R&D efforts of converting light fields into dynamic, textured meshes in Unity for mobile 6DoF AR and VR experiences.

Lead VR Compositor
MAR 2015 - JUN 2017

FELIX AND PAUL STUDIOS

Developed a workflow for assembling stereo 360° VR footage. Hiring manager for compositing department. Trained and led the VR post production team. Collaborated with developers to improve software and the pipeline. Participated in on-set VR shoots. Involved in conceptualizing the development of a VR camera.

Lead Stereo Compositor
JAN 2014 - MAR 2015

PRIME FOCUS WORLD, VANCOUVER

Managed a team of artists. Consistently communicating between the production team and the artists. Designed and implemented a native stereo disparity expansion process enabling the studio to contract more shots.

Stereo Compositor
JAN 2013 - JUN 2013

LEGEND 3D

Compositing stereoscopic VFX layers and elements into shots using techniques such as camera projections, matching grain, recreating environmental lighting effects, rain, sparks, smoke, organic objects, etc.

Stereo Compositor
JUL 2010 - JAN 2013

PRIME FOCUS WORLD, LOS ANGELES

Recompositing 2D shots into a 3D stereo format. Trained and supervised artists in India.
Authored training documents and video tutorials for a proprietary 2D to 3D conversion pipeline.

🚀 EXPERIENCE

CG Sequence Development:
- Proficient in USD as a foundation for scene composition, rendering and delivery.
- Expertise in lighting, color theory, and rendering for offline and real-time pipelines.
- Authored material libraries for consistency across multiple render engines.

AR/VR Expertise:
- Skilled in AR/VR prototyping, integrating cutting-edge tech into immersive experiences.
- Built optimized workflows for real-time volumetric content, ensuring seamless execution.
- Advised on-set VR shoots, de-risking post-production processes.

Graphics and Design Proficiency:
- Designed user-friendly tools and scripts for artists, enhancing workflow efficiency.
- Extensive experience in Unity's editor, runtime scripting, UI canvas, and animator systems, defining intuitive UX for desktop and mobile apps.

Project Management and Collaboration:
- Thrived in fast-paced production environments, delivering exceptional results under tight deadlines.
- Collaborated closely with software engineers to develop pipelines.
- Translated conceptual requirements from ML researchers into actionable design methods, ensuring the production of high-quality images.

🎬 SOFTWARE

Unity	V-Ray
Unreal Engine	Renderman
Maya	Cycles
Houdini	Octane
Blender	
Nuke	
Fusion	
Adobe Creative Suite	

⚙ SCRIPTING / LANGUAGES

Python	HTML
C#	CSS
JavaScript	

🎓 EDUCATION

CALIFORNIA STATE UNIVERSITY, NORTHRIDGE

Bachelor of Arts Emphasis in Film