FEATURE FILM // STREAMING // ANIMATION

HARSHAL RAVAL

SENIOR LIGHTING ARTIST

Open to international relocation. Happy to interview across time zones.



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PROFILE

Senior Lighting Artist with eight years of production experience across feature film, streaming and animation, specialising in cinematic shot lighting, look development and the photorealistic integration of CG with live-action plates. Feature credits include **Mufasa: The Lion King**, **Kraven the Hunter** and **Ant-Man and the Wasp: Quantumania** at MPC. Works across Houdini Solaris/USD and Katana with RenderMan, Arnold, Redshift and Karma, and builds the lighting team's Houdini digital assets and Python tools — increasingly AI-assisted — that standardise render settings, AOVs and output paths.

CORE EXPERTISE

LIGHTING & LOOK DEV

Cinematic shot lighting · Look development · HDRI & environment lighting · Volumetrics · Colour & mood · CG / live-action integration · Lighting continuity

RENDERING

RenderMan · Arnold · Redshift · Karma · AOV & multi-pass setup · Render optimisation · Denoising

DCC & PIPELINE

Houdini Solaris · USD · Katana · Maya · Nuke · Python · PySide/Qt · Deadline · HDA & tools development · AI-assisted development (Claude Code) · Git

SUPPORTING

Unreal Engine 5 · Blender · Substance Painter · Photoshop · Premiere Pro · DaVinci Resolve

EXPERIENCE

ZebuFX / Senior Lighting Artist

Jun 2025 – Present | Bengaluru, India

A6 RAAKA · Kantara Chapter 1 · Operation Safed Sagar

- Light and look-dev shots in Houdini Solaris/USD, balancing HDRI, key/fill and practical sources to match plate reference and approved art direction.
- Designed and maintain the lighting department's Houdini digital assets — render settings, render-pass/AOV management and automated output-path generation — published to the studio template library and loaded by the lighting team.
- Automated the RenderMan denoise pipeline, including per-AOV variance handling and post-render processing, removing a manual step from every shot submission.
- Troubleshoot render, AOV and pipeline issues across the lighting team and support artists through dailies.

MPC / Key Lighting Artist

Jul 2023 – Feb 2025 | Bengaluru, India

Mufasa: The Lion King · Kraven the Hunter · Ant-Man and the Wasp: Quantumania

- Lit photoreal CG creatures, characters and environments for feature film, matching CG illumination to live-action plates and on-set reference.
- Delivered shots through MPC's Katana and RenderMan pipeline, building multi-pass AOV setups for downstream compositing.
- Held lighting continuity across sequences and iterated to supervisor and client notes through dailies.

MPC / Lighting Artist

Jul 2022 – Jun 2023 | Bengaluru, India

Pinocchio · Chip 'n Dale: Rescue Rangers

- Lit shots to the established sequence look on live-action/CG hybrid features, working to lead and supervisor direction.
- Set up render passes and delivered EXR layers to compositing, resolving noise, shadow and integration notes through review.

EARLIER EXPERIENCE

Technicolor Creative Studios — Lighting Artist Certificate in VFX Lighting — THE FOCUS (apprenticeship) Mar 2021 – Jun 2021

88 Pictures — Lighting Artist Do, Re & Mi — Amazon Prime Nov 2020 – Jan 2021

Cosmos Maya Digital Studios — Lighting Artist BYJU'S productions Feb 2020 – Oct 2020

Golden Robot Animation — Junior Lighting Artist Mighty Little Bheem — Netflix Originals · Chhota Bheem: Kung Fu Dhamaka Sep 2018 – Jan 2020

Harshal Raval

Senior Lighting Artist

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TECHNICAL & PIPELINE DEVELOPMENT

RenderPass
Houdini digital asset · Solaris

Render-pass and AOV management for the lighting department. Ships a generated node shape and matching TAB-menu icon, beginner-readable hover help on every parameter enforced by a build guard, and versioned publishing into the studio template library.

RenderSettings
Houdini digital asset · Solaris

Render settings plus automatic output-path generation from the shot context, so artists stop hand-typing render paths. Pre- and post-render hooks drive an automated RenderMan denoise pass with per-AOV variance handling and split-AOV EXR assembly.

Collection Generator
Houdini digital asset · USD

Builds USD collections on the Solaris stage from rules rather than hand-picked selections, so light linking and per-pass prim membership stay correct as a shot changes.

Variable Switch
Houdini digital asset · Solaris

Picks one render pass and lets it through, with the wanted pass coming from whatever is asking, so a single switch serves every render ROP in a scene and answers each one differently. Rows fill themselves from the wires, the live routing is printed beside the node, and a downstream render ROP names itself from the pass it is fed.

Headless Render Launcher
PySide6 desktop application

Standalone tool that reads a .hip file, lists every render pass with its own output path, and submits one Deadline job per pass without opening Houdini, driving a farm of 40-50 high-end workstations. Frame range, renderer and resolution all come out of the scene. Shipped as a portable single-file Windows executable, so no artist has to install Python.

FILMOGRAPHY

PRODUCTION	STUDIO	ROLE
A6 RAAKA	ZebuFX	Senior Lighting Artist
Kantara Chapter 1	ZebuFX	Senior Lighting Artist
Operation Safed Sagar	ZebuFX	Senior Lighting Artist
Mufasa: The Lion King	MPC	Key Lighting Artist
Kraven the Hunter	MPC	Key Lighting Artist
Ant-Man and the Wasp: Quantumania	MPC	Key Lighting Artist
Pinocchio	MPC	Lighting Artist
Chip 'n Dale: Rescue Rangers	MPC	Lighting Artist
Do, Re & Mi — Amazon Prime	88 Pictures	Lighting Artist
BYJU'S productions	Cosmos Maya Digital Studios	Lighting Artist
Mighty Little Bheem — Netflix Originals	Golden Robot Animation	Junior Lighting Artist
Chhota Bheem: Kung Fu Dhamaka	Golden Robot Animation	Junior Lighting Artist

EDUCATION

Advanced Programme in 3D Animation & VFX — Maya Academy of Advanced Creativity (MAAC), Mumbai — 2016 – 2018

Bachelor of Computer Applications (BCA) — Saurashtra University — H. J. Doshi ITI, Jamnagar — 2013 – 2016

AVAILABILITY

Location	Bengaluru, Karnataka, India
Relocation	Open to international relocation for the right role
Availability	Available with reasonable notice; happy to interview across time zones
References	Available on request