



# RAVI KUMAR SAMBANDAM

## CREATIVE PRODUCER



**CERTIFIED SCRUM MASTER - CSM**  
(Scrum Alliance)

### ABOUT ME

My major is Project, Creative and Production Management, I have 16+ years of experience in Gaming, AR/VR, Visual Effects, Animation, and post-production pipeline. I'm interested in Gaming, VR/AR, and Visual Effects Projects. With my multi-talented visual art design and management skill, I can meet challenging deadlines and can be a problem solver in various Production activities.

### CONTACT

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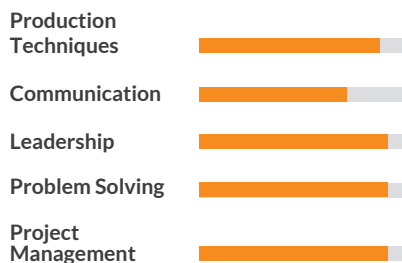
### QUALITIES

Hard Working / Motivated

Positive Thinking / Organized

Resourceful / Responsible

### STRENGTH



### SOFTWARE

Jira / Microsoft excel, word/ Google sheet, Doc./  
Photoshop / Illustrator / After effects / Premier  
3DS Max / Maya / Unity 3D

### EXPERIENCES

#### CREATIVE PRODUCER

May 2019 - Till Date

#### ZYNGA GAME NETWORK INDIA.

- Responsible for delivering all UA & Live-Ops marketing creatives for different game titles.
- Sprint kickoff, SCRUM, End of Sprint Review.
- Coordinate with multiple project stakeholders to take develop detailed kickoff briefs for a smooth flow of projects to meet the deadline.
- Serve as the facilitator between Product Managers, Art Director, and Creative Team.
- Develop comprehensive project plans for internal marketing teams as well as other UA Creative team members.
- Managed onboarding new vendors and project progress by coordinating both internal team and external (agency representatives and freelancers).
- Managed detailed schedules throughout the project using existing software tools including Jira and Google sheet.
- Final Quality Check for the Delivery of Projects.
- Team Building and Team coaching.

#### CREATIVE MANAGER

April 2018 - April 2019

#### AUGRAY PVT. LTD. INDIA

- Responsible for delivering all AR/VR based games and "Tada" AR messaging mobile App developed internally.
- Sprint kickoff, SCRUM, End of Sprint Review.
- Coordinate with multiple project stakeholders to take develop detailed kickoff briefs for a smooth flow of projects to meet the deadline.
- Create a new Art pipeline for our AR based message mobile App for Unity.
- Serve as the facilitator between the Development team, and Creative Team.
- Managed onboarding new vendors and project progress by coordinating both internal team and external (agency representatives and freelancers).
- Managed detailed schedules throughout the project using existing software tools including Jira and Google sheet.
- Final Quality Check for the Delivery of Projects.
- Team Building and Team coaching.

#### VFX PRODUCER

Dec 2011 - Mar 2018

#### C-MAX STUDIOS PVT. LTD. INDIA

- Responsible for Project development and Execution.
- Responsible for Budgeting and Scheduling the projects.
- Responsible for Content acquisition and IP Development.
- Responsible for 3D Asset management (I/O) for 3D & AR projects.
- Handled Final Quality Check for the Delivery of Projects.
- Coordinate with the production managers, department heads for a smooth flow of projects.
- Coordinate with Freelance Artists to complete the projects to meet the deadline.

#### STEREO & VFX HEAD

June 2011 - November 2011

#### ROTOMAKER, HYDERABAD, INDIA

- Project coordination between the USA and In-house team.
- Prepared Pipeline for Stereo Conversion Process for Rotomaker.
- Responsible for Asset management (I/O).
- Responsible for scheduling the projects.
- Coordinate with the production managers, department heads for a smooth flow of projects.
- Handle responsibilities of monitoring and recruitment.
- Handled Final Quality Check for the Delivery of Projects.

#### SENIOR CONVERSION MANAGER

December 2010 - May 2011

#### DELUXE INDIA PVT. LTD, BANGALORE.

- Created Pipeline for Stereo Conversion Process for Deluxe.
- Coordinate for working with the R&D team to develop new tools for the 3D conversion.
- Responsible for Assets (I/O)
- Handle responsibilities of recruitment.

#### STEREO PAINT LEAD

March 2010 - November 2010

#### RELIANCE MEDIA WORK, MUMBAI.

- Responsible for assigning shots to Artists.
- Coordinate with artist and VFX Producer.
- Coordinate with the Stereo paint team to deliver in the deadline.

#### MULTIMEDIA MANAGER

July 2006 - November 2009

#### SANRAA NEW MEDIA TECHNOLOGY, CHENNAI.

- Visual effects and E-Learning projects done in Sanraa media.
- MAYAVI for G.V FILMS Television serial in ANAGLYPH 3D.
- OM MURUGA animated feature film for G.V. FILMS.

#### 3D GENERALIST

November 2003 - June 2006

#### KOSMIC STUDIOS, PVT. LTD. CHENNAI.

GRACE DIGITAL GRAPHICS, PONDICHERRY.

### EDUCATION

ANNAMALAI UNIVERSITY (DISTANCE)  
2003 - 2006

BSc. VISUAL COMMUNICATION

ARENA MULTIMEDIA APTECH LTD.  
2002 - 2003

ADVANCED DIPLOMA IN MULTIMEDIA

SCRUM ALLIANCE  
2020

CERTIFIED SCRUM MASTER - CSM

DALE CARNEGIE, INDIA.  
2010

TRAINING FOR FIRST TIME MANAGERS

### INTERESTS

PAINTING, READING, COOKING, MUSIC