

Deepak Chetty – CV 2021

Filmmaker/Virtual Production/XR/Emergent
Cinematic Arts Explorer

Education

Pratt Institute of Art and Design,

**Brooklyn, NY. B.F.A - Film and Video
Production (07')**

-Recipient of the Steve and Linda Horn
Media Arts Scholarship - 2006 At Pratt

Institute

-Pratt Institute Nominee for The Princess
Grace Award 2006

**University of Texas at Austin, Austin,
TX. M.F.A – Film and Video Production
(15')**

-Kodak Scholarship Nominee (12',13')

- Graduate Research Project: Immersive
Narrative Experience in VR (14')

Employment - CREATIVE

Epic Games/Unreal Engine - April 2019-Present,

- **Producer, Virtual Production/Film/TV - Unreal Engine Online Learning**
- **Online Learning Author/Course Developer**
 - **Courses Developed and Launched:**
 - **Independent Filmmaking with Unreal Engine (also Author/Instructor)**
 - **Physics Based Shot-Viz (also Author/Instructor)**
 - **Intro to Virtual Cinematography**
 - **Ray Traced Lighting for Interiors**
 - **Introduction to In-Engine Animation**
 - **Previz for Action Scenes**
 - **Introduction to Googly Eyes**
 - **LiveLink for Body Performance Capture**
 - **Metahumans for Virtual Production**
 - **Movie Render Queue Fundamentals**

Partner/Head of Post Production -XR Consultant/Content Producer – DIGITAL QUILT VR Los Angeles, CA – Austin, TX 2015 – Present

- **Recent Work:** Medal Of Honor: Above and Beyond (2020), Respawn/Electronic Arts/Time Travel Unlimited
 - “History Happened Here” Stereoscopic Post Production Supervisor - Live Action/ XR Consultant
- **Selected Clients:** HBO, CBS VFX, Uber, Stanford Medical Center, NPR, Wendy's, Reebok/Vice, Betterment, Roadshow Gallery, Marine Imaging Tech, Time Traveller Unlimited, Austin Public Library, The Washington Post, NBC Universal, Starbreeze Studios, RBG

Commercial Director/VFX/XR Lead– REVELATOR – Austin, TX, November 2015 – Present

- **Selected Clients:** USAA, Sapient-Razorfish, Tenaris, GSD&M, John Deere, National Instruments, SpredFast, UT Austin

Director, Narrative (Selected)

- **STS-13: OUTLOOK**, 9 minutes, Narrative Short, 2021 (in production)
 - Completely CGI Animated Short Created using Virtual Production techniques and real-time performance capture within Unreal Engine
- **ARK**, 5 min, Narrative Short, 2021 (in production)
 - Real time rendered Short Commissioned/Created for Epic Games' Unreal Engine Online Learning Platform
- **Test Subject 1137**, 1 min, Narrative Short, 2021
- **Planetfall**, 3 minutes, Narrative Short, 2020
 - Real Time Rendered Short Commissioned/Created for Epic Games' Unreal Engine Online Learning Platform
- **Look at Me I Love You**, 90 Minutes, Documentary, 2010- Present (Ongoing)
- **Nathan Felix: Sight and Sound** - (Documentary Short, 10 mins) 4K, Director, 2020
- **ACADIA 19** - (Documentary Short, 10 mins) 4K, Director, 2020
- **Hard Reset**, 40 min, Series Pilot, Live Action, 4k Stereoscopic 3D, 2016
 - Optioned and in development as a Feature Film
 - Winner, Lumiere Award - Advanced Imaging Society's Best Live Action Short 2016
 - Winner, Catalyst Content Festival Best Director 2016

- Released on VOD by Devolver Digital, currently Distributed by Gunpowder and Sky's DUST network
- Over 1.5 million combined views across all distribution platforms
- **The Ascendant**, 21 minutes, Series Pilot, Live Action, 2k, 2013
- **Mirages on the Sea of Time**, 5 Minutes, Experimental Documentary, 2k, 2011
 - Austin Film Societies 10 Under 10, Official Selection

Cinematographer/Camera Operator - 2009 - Present (Selected)

- **STS-13: OUTLOOK**, 9 minutes, Narrative Short, 2021 (in production)
- **ARK**, 5 min, Narrative Short, 2021 (in production)
- **Test Subject 1137**, 1 min, Narrative Short, 2021
- **Planetfall**, 3 minutes, Narrative Short, 2020
- **GCDS - Milan Fashion Week 2020** - Virtual Fashion Show - Milan Fashion Week 2020
 - Virtual Cinematography in Unreal Engine/Live Virtual Production
- **Planetfall**, 5 minutes, Narrative Short, 2020
 - Real Time - Rendered Short Created for Epic Games' Online Learning Platform
- **Look at Me I love You** (In-Progress) HD-4K, 90 minutes, Director, Cinematographer, 2010-Present (Ongoing)
- **Nathan Felix: Sight and Sound** - (Documentary Short, 10 mins) 4K, Cinematographer, 2020
- **ACADIA 19** (Documentary Short, 10 mins) 4K, Cinematographer, Director, 2019
- **An Invention in 3 Parts** (Short, 5 mins) Motion Capture/Virtual Studio, Cinematographer, 2019
 - Austin Dance Film Festival Selection
- **SpaceX - Starship Update**, (Broadcast, 90min) Client: SpaceX, Live Camera Operator, 2019
- **The Love Inside**, (Feature Film), Cinematographer, 2016
 - On all VOD platforms, distributed by Gravitas Ventures
- **Hearts of Napalm** (Short Film), Cinematographer, 2013
 - Slamdance Film Festival Official Selection
- **33 Teeth**, (Short Film), Cinematographer, 2011
 - Slamdance Film Festival Official Selection
- **A Night at The Dance** (Short Documentary), Cinematographer, 2010
 - SXSW Film Festival Official Selection
- **Mirages on the Sea of Time** (Short Documentary), Cinematographer, 2010
 - Austin Film Society Ten Under Ten Official Selection
- **Jessie James/Steve Madden**, Client: Onslot, Camera Operator, 2009
- **Audemars Piguet at Liberty National PGA**, Client: Onslot, Camera Operator, 2009
- **Audemars Piguet at The Standard Hotel**, Client: Onslot, Camera Operator, 2009

Freelance Visual Effects Artist/Compositor - NYC - Austin, TX 2006 – Present

- **Recent Feature Film Work:** *No Future* (2021) (Official Selection, Tribeca 21')
- **Recent Series Work:** *GEN:Lock* (2019), Warner Media/HBOMax
- **Selected Feature Film Work:** Roman Polanski: Wanted and Desired (HBO) Roman Polanski: Wanted and Desired (HBO) *Discreet* (Berlin Int'l FF), *Mr. Roosevelt* (Netflix), *LazerTeam* (*Rooster Teeth*), *Blank City*, *American Faust*
- **Selected Clients:** HBO, Antidote Films, Pure Fragment Films, Moontower VFX, PBS, *The Beer Diaries*, *TriggerPoint*, *Wisewear*, *Bourke Productions*, *Bright Giant*, *League of Rock*, *Pure Fragment Films*

Freelance Producing/TD/Editorial - NYC - 2007-2016

- **Rabbit Bear Mountain Films, NYC, "The Creek When He Came Back", 2016**
 - *Producer, Feature Film*
- **NET, NYC, 2008-2010**
 - - *Series Editor, Associate Producer* 2 NYC Emmy Award Nominations*
 - *Mysteries of the Church*
 - *Icthus E.Q*
 - *World Youth Day Sydney 08'*
 - *Breaking Bread*
 - *Currents*
- **Pangloss Films, , NYC, "National Geographic Explorer"**
 - - *Assistant Editor "Solitary Confinement"*
- **Pan Desi (Dish Network), Edison NJ, Technical Director, Editor, Producer, 2008**
 - *The Better Half (Live Multi-Cam)*
 - *Shock and Awesome (Live Multi-Cam)*

Employment - EDUCATOR

University of Texas at Austin

Radio/Television/Film Department

- ***Fall 2015 - Present***
 - **Assistant Professor of Practice**
 - *Virtual Production*
 - *Motion Capture Studio*
 - *Intro To Immersive Media*
 - *Interactive Narrative Development*
 - *Advanced Visual Effects*
 - *Concepts of Real Time Rendering*
 - *Visual Effects for Storytelling*

School of Design and Creative Technologies

- ***Fall 2020 - Present***
 - **Assistant Professor of Practice**
 - *Virtual Production*
 - *Concepts of Real Time Rendering*
- **Committee Member**
 - *Global Engagement Committee 19'- present*
 - *Game Steering Committee 19'- present*

Monterrey Institute of Technology, Queretaro, Mexico (Contract), January 2020

- **Workshop/Lecture Series Creator and Instructor**
 - *Realtime Rendering and Virtual Production*

Grant Work/Research Projects

- President's Award for Global Learning, UT Austin, - Mangrove Conservation in India, 2021
 - Position, Faculty Mentor
- Sesame Workshop (Sesame.org) - STEM Hoop Dreams, 2019- (Ongoing), Data Visualization in VR
 - Position, Creative Development Lead, Conceptualization, XR Consultant
- “Immerj” - Open Source 360 Video Augmentation Tool, 2015-2017, Funded by the Knight Foundation, UT LIFT (Longhorn Innovation Fund for Technology)
 - Position: Lead, Conceptualization, Content Developer
- “Immersive Narrative Experience in VR” - UT Austin, 2014, Funded by UT Undergraduate Mentor Program
 - Position: Lead
- 360 Video Stereoscopic Rig Research and Development, 2016-18, Funded by the Cain Foundation
 - Position: Lead, Researcher, Content Developer

Public Speaking/Workshops and Panel Appearances

- **Epic Games/APTECH - Virtual Production Fireside Chat - Featured Guest - 2021**
- **ATT/Warner Media Summer Academy 2021** - “Virtual Production - The Next Frontier of Media Creation”
- **CG Spectrum** - “Virtual Production Livestream”, Spring 2021
- **UT Tower Fellows 2021** - “Realtime Rendering and the Frontiers of Filmmaking”
- **Monterrey Institute of Technology and Higher Education 2020** - “Realtime Rendering and Production in Unreal Engine”
- **Digital Diversity 2019** - “The Convergence of Live Action Methods in Virtual Production”
- **Austin Film Society 2018** - “Movie Maker Dialogue: The Reality of Virtual Reality”
- **Goldsmith Talks Fall 2017** - “From Build to Virtual” - Regarding VR Space and Immersive Media
- **Austin Film Society** - “Welcome to Immersive Media”
- **SXSW – 2016-2017** –Regarding Virtual Reality/Immersive Media
- **ONA Digital Workshop 2017**–“Immersive Storytelling Using VR/360 Video”
- **Samsung VR Space** - “Introduction to Virtual Reality and Immersive Media”
- **Austin Film Festival** – Panelist“Space Out of Time: Expanding the Page for VR”
- **NBC Dallas** - “An Introduction to Virtual Reality and Immersive Media”
- **The Knight Foundation Miami Summit** –Presented grant work regarding the development of software with the TACC
- and Journalism Department at UT Austin.
- **UT3D Austin** –Panelist “Conversations on VR”

SOFTWARE: Unreal Engine, Quixel Suite, Adobe Suite, Vicon Blade, Motionbuilder, Avid, Final Cut Pro, Syntheyes, Mocha, Substance Painter, Mistika, Autopano, Faceware Suite

Other Selected Creative Works

“Hard Reset” - Feature Film,
Pre-Production (Director, Writer) *In
development.*

“Our Kind is War” - Feature Film,
Pre-Production (Director, Writer)

"Hard Reset 3D" - Stereoscopic Short,
Sci-Fi/Thriller, 2015 (Credit: Director
Co-Writer, Visual Effects) *Winner Best
Live Action Short Film – Advanced
Imaging Society Lumiere Award
*Winner Best Director ITVFEST 2016
Optioned as a Feature Film/Series

“USAA Return to Members 360” -
New Media Experience, Revelator,
Sapient-Razorfish, 2018 - (Credit:
Director)

**“Austin Public Library - Virtual
Archive Experience”** - VR Application,
2017 - (Credit: Producer, Lead
Conceptualization and Design)

“Tenaris Rig Direct - 360” - New
Media Experience, Revelator, 2017-
(Credit: Director)

“NASA Mission Control”- 360 Video
Experience, The Washington Post, 2016-
(Credit: Director, Editor)

“Mars: An Interactive Journey” - VR
Experience – The Washington Post ,
2016– (Credit: Creative Lead,
Conceptualization and Development.)

“Juarez 360”- Immersive 360 Video –
The Washington Post, 2016 – (Credit:
Co-Director, 360 Rig Operator, Edit and
Post-Production)

“SpredFast: Social History”- Brand
Video, Revelator, 2016 – (Credit:
Director, Visual Effects) *Winner of
Telly Award

“Ghost Shark Saga: AR” - Augmented
Reality App, Android OS, 2018 (Credit:
Creator, Designer, Developer)

“Mirages on the Sea of Time”- AFS 10
Under 10 (Credit: Director,
Cinematographer)

“A Body in Motion” - Short Film,
Animated, Motion Capture, 2018
(Credit: Director, Editor, Animator,
VFX, CG)

“King Chris and Pug” - Short Film,
Animated, Motion Capture, 2018
(Credit: Director, Editor, Animator,
VFX, CG)

“An Invention in Three Parts” -
**Short Film, Animated, Motion
Capture,** (Credit: Director, Editor,
Animator, VFX, CG)

"The Love Inside" - Feature Film, 2015
(Credit: Cinematographer)
*Released Via Gravitas Ventures on
Amazon Prime/VOD March 22nd, 2016

"Hearts of Napalm" Official Selection
Slamdance 2013 (Credit:
Cinematographer)

“33 Teeth” - Official Selection
Slamdance 2012 (Credit:
Cinematographer)

“A Night At The Dance” - Official
Selection SXSW 2011 (Credit:
Cinematographer)