

# Digvijay Tanwar

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## 3D VISUALIZATION AND CREATIVE LEADER

Creative and technical leader with 17 years of combined experience driving global 3D visualization, animation, VR/AR, and forensic media programs. Proven record of building high-performing teams, elevating client trust, modernizing creative technologies, and leading P&L-backed growth across US, EMEA, and APAC. Skilled communicator who aligns technical and non-technical stakeholders while delivering measurable business impact.

## AREAS OF EXPERTISE

Creative Leadership, Cross-Functional Communication, Budget & P&L Management, Client & Stakeholder Management, Risk Management, Team Development & Coaching, Lean & Agile Methodologies, Strategic Planning

## TECHNICAL SKILLS

**3D & Visualization Tools:** Maya, 3ds Max, Blender, Rhino 3D, Unity

**Production Tools:** Adobe Creative Suite, Photoshop, After Effects, Premiere Pro

**Rendering & Scanning:** V-Ray, Photogrammetry, Pix4D, 3D Scanning

**Specialties:** Animation, 3D Visualization, Video Enhancement & Analysis, Drone Ops, Motion Capture, VR/AR

**Systems:** Microsoft, MacOS, Google Workspace

## HIGHLIGHTED ACCOMPLISHMENTS

- **Achieved a 100% on-time delivery** record across all projects executed or supervised, meeting client expectations.
- Produced **over 450** projects, including 3D animations, video enhancements, and VR, across multiple industries.
- Grew animation and visualization group revenue by **23% year-over-year** through strategic leadership and operational excellence.

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## PROFESSIONAL EXPERIENCE

Rimkus, Houston, TX

October 2018 – Present

### Director Visual Media and Technology

Promoted to Director to oversee the organization's 3D animation, video enhancement & analysis department along with corporate drone program. Responsible for department Profit & Loss (P&L), and team management. Develop and advance strategies that enhance competitive advantage, drive creative technology upgrades, and uphold core Director responsibilities with integrity, authenticity, and trust.

- Built and led a high-performing technical team of five creatives and fostered a positive work environment that boosted team morale, enhancing collaboration and productivity, which contributed to 23% increase in revenue.
- Forged partnerships with 200+ internal and external stakeholders, sustaining 5 years of double-digit growth. Positioned the group as one of the top performers, with an outstanding YoY growth averaging 23%.
- Led strategic initiatives to enhance customer service. Improved project response and delivery times by 50% through workflow optimization and cross-team coordination.
- Developed high-performing team of visual artists through structured mentorship and development opportunities. Empowered team members with personalized growth plans, resulting in a 5-star client rating.
- Modernized visualization capabilities by integrating motion capture, Unreal Engine, VR/AR, and upgraded creative workflows.
- Strengthened alignment with operations, marketing, and communications teams to enable seamless multi-channel deliverables.
- Oversaw a corporate drone program with 70+ UAVs, ensuring full regulatory compliance and operational readiness, supporting business and client needs.

**Kantar, Chicago, IL**

June 2014 – September 2018

**Creative Services Team Manager** (April 2017 – September 2018)

Partnered with a global team of 6 animators and vendors across US, EMEA, and APAC in executing creative efforts including 3D modeling, texturing, rendering, animation, VR, store survey and virtual environment builds.

- Analyzed and translated complex client requirements into immersive VR solutions, that improved customer experience, and retention.
- Collaborated with global VR leadership to identify areas of improvement and growth; enhanced proprietary VR platforms through iterative design and client feedback.
- Integrated client feedback into VR development cycle, driving custom feature releases that boosted client satisfaction metrics.

**Creative Project Lead** (June 2014 – March 2017)

Reported to the Client Director, North America to achieve organizations growth forecast. Executed and coordinated over 80+ VR, animation, and creative projects with diverse teams working across international time zones.

- Managed end-to-end VR execution of online research initiatives across US, Canada, Mexico, and Latin America with a 100% on-time delivery and client satisfaction success rate.
- Coordinated multi-time zone creative teams and vendors, ensuring alignment with scope, quality, and client expectations.
- Optimized creative workflows to accelerate production timelines and increase team productivity.

**The Engineering Institute, Farmington, AR**

December 2005 – May 2014

**Senior Animator**

Recruited by a rapidly growing forensic engineering consulting company as a Senior Animator to develop and execute creative and technical animations and visual solutions in a fast-paced environment.

- Testified as a 3D Visualization expert. Translated highly technical insights into accurate, visually striking animations and leveraged visual storytelling techniques.
- Completed 200+ complex forensic 3D projects, showcasing creativity and technical prowess; perfected a flawless track record of delivery ahead of schedule with a 100% success and admissibility record.
- Deployed workflow systems and developed a precise estimation system for animations, streamlining resources, optimizing efficiency, that significantly increased revenue and reduced delivery timelines.
- Introduced 3D scanning using FARO technologies, cutting production time by 50% and improving precision, leading to profit surge and client acquisition.

**Brockman Productions, Tempe, AZ**

March 2005 – November 2005

**Animator**

Built high-fidelity 3D assets and visual solutions using Maya, Photoshop, After Effects, Premiere Pro, and Rhino 3D to support engineering analysis and forensic investigations. Collaborated closely with engineers and outside experts to ensure accuracy, incorporate technical feedback, and deliver visuals that clarified accurate accident sequences and key findings.

- Digitized hard-surface objects using FARO technology and integrated data into Rhino3D, Maya and AutoCAD for detailed analysis and animations.

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**TRAINING & CERTIFICATION**

Certified Forensic Video Technician – LEVA International Inc.

December 2023

Small UAS Drone Pilot – FAA

March 2023

Law Enforcement & Emergency Video Association (LEVA)

December 2022

Autodesk Maya Certified Professional # 00314644

June 2013

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**EDUCATION**

Bachelor of Arts, Animation – Collins College, Tempe, AZ

Bachelor of Arts, Political Science & Public Administration – Punjab University, Chandigarh, India