

# Akashdeep Sen

## 3D ARTIST

Texture Artist, Modeler, Sculptor

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Showreel: <https://vimeo.com/496145522>

Passionate 3D Artist who loves CGI. And working in the VFX industry for last 4 years. Enjoys Digital Sculpting, Modeling, Shading, and Digital Matte Painting. With strong knowledge of Visual Development. As a concept designer and a 3D Artist I have a deep affection for unique realistic design and composition. Which can be applied for both Films/Video game cinematics.

Some other generalist skill with a strong background of Illustration, Sculpture, Painting, Storyboard, Cinematography.

An eye for creative and detail work. Focused hard worker with positive attitude and flexible. Team player with a proven ability to learn, supervise, motivate, and evaluate.

## SKILLS

**3D MODELLING TEXTURE DIGITAL SCULPTING DIGITAL MATTE PAINTING  
LOOKDEV LIGHTING 3D VISUALIZATION**

## SOFTWARE PROFICIENCY

**MAYA ZBRUSH MARVELOUS DESIGNER SUBSTANCE PAINTER SUBSTANCE DESIGNER  
MARI REDSHIFT ARNOLD VRAY PHOTOSHOP UNREAL ENGINE AFTER EFFECT**

## EXPERIENCE & ACHIVEMENTS

### **Animal Logic**

**Feb 2022- Present**

#### 3d Modeler

- High standards Character, Prop, Environment Modeling, UV.
- FX ready hybrid models using multiple softwares.
- Floating within Projects/tasks prior to deadline.

### **Method Studios**

**June 2021-Feb 2022**

#### Texture Artist/ 3d Modeler

- Photo real High standards Character, Prop, Environment Texturing, Modeling, UV.
- Prerender Vray ready hero assets.
- Floating within multiple Projects/tasks prior to deadline.
- Creative input and Problem solving closely with superiors.

- Plastic Wax** **July 2020-June 2021**  
 3D Modeler/Texture/Character Artist
- High standards Character, Prop, Environment Modeling, UV, Texturing. (**Realistic & Stylized**)
  - PreRender Redshift, Real time rendering Unreal Engine 4.
  - Floating within tasks prior to deadline.
  - Creative input and Problem solving closely with superiors.
- Studio Gilay** **March 2021-April 2021**  
 3d Artist Freelance
- High standards Character, Environment Modeling, Surfacing, rigging, Animation.
- Storelab** **Jan 2019-Dec 2019**  
 3D Artist/Generalist
- Creating designs, environment, architecture, products, signage, fixture, Level design, Assets, modeling, UV, texturing.
  - Lighting, Compositing.
  - Real time rendering in Unreal engine 4
  - Floating within Projects prior to deadline.
- Sydney Vivid** **2017, 2022**  
 Animation artist 2D/3D
- Concept Design
  - Building projection animations
  - Creating animated story boards
  - Animating in accordance with story board
  - Liaising with clients
- AUSTRALIAN PIANO QUARTET - ANIMATION, UTS, AUSTRALIA** **Oct 2017**
- 3D animation Concept, Animating, Dynamics.
- BEAMS FESTIVAL 2016 - CHIPPENDALE, SYDNEY, AUSTRALIA** **April 2016**
- Projection mapping – 3D/2D Animation, 3D modeling, Composition
- Netaji Sangha Club India** **2006, 2008, 2014**  
 Art Director/Designer
- Architectural planning
  - From concept Design of the temple to Final
  - Building temporary temples for religious festival
  - Constructing 3D sculptures
  - Design of internal and external building surfaces
  - Managing and coordinating staff members
- EDUCATION** **2016-2019**
- University of Technology Sydney -Bachelor of Design in Animation

**INTERESTS:** Traditional Art, Digital Art, Photography, Films, Sculpture, Gaming, Cooking.