

Akashdeep Sen

Senior Surfacing Artist

Look Development, Texture Artist, Groom, Sculptor, Modeler

P: +61 42 2318 624

Email: akashdeep.aus@gmail.com

Website: <https://www.akashdeepsen.com>

Showreel: <https://vimeo.com/1095327490>

Passionate 3D Artist with over 7 years of experience in high-end visual effects. I've specialized in crafting photorealistic assets and complex shader systems for feature films and episodic productions. My passion for storytelling through texture, light, and detail aligns strongly for cinematic innovation. I bring a strong eye for realism and a deep understanding of lighting, shading, and asset surfacing within collaborative pipelines.

Which can be applied for both Films/Video game cinematics.

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

SKILLS

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

Core Look Development Skills

- Strong understanding of Photorealistic Texturing & Shading
- Proven ability to lookdev wide variety of complex Organic & Hard Surface Assets to high standard
- Real-world Material Replication (Skin, Metal, Cloth, etc.)
- Texture Painting (UV layout, UDIM workflows)
- Physically Based Rendering (PBR) Techniques
- Efficient Asset Optimization for Rendering
- Excellent attention to detail
- Strong organizational, communication and time management skills.

SOFTWARE PROFICIENCY

**HOUDINI SUBSTANCE PAINTER SUBSTANCE DESIGNER MARI MAYA ZBRUSH
MARVELOUS DESIGNER REDSHIFT ARNOLD VRAY RENDERMAN PHOTOSHOP
UNREAL ENGINE KATANA**

EXPERIENCE & ACHIVEMENTS

Netflix/Animal Logic

Feb 2022- Present

Senior Surfacing Artist

- Surfacing Hero Characters, High standards Prop, Environment. (Texture, shading, grooming)
- Hand painted/procedural Texture and lookdev hybrid Characters using multiple software and inhouse tools for clothes and groom.
- Floating within Projects/tasks prior to deadline.
- Material definition and texture readability for animation

Method Studios

June 2021-Feb 2022

Lookdev/Texture Artist/ 3d Modeler

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

Ruckus Studio

Feb 2021-Feb 2022

Senior 3D Modeler/Texture/Lookdev Artist

- Hyperreal Products, Prop, Environment Modeling, UV, Texturing, Lookdev.

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.
- Creative input and Problem solving closely with superiors.

Studio Gilay

March 2021-April 2021

3d Artist Freelance

- High standards Stylized 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 and animations on Building projection
- Creating animated story boards

AUSTRALIAN PIANO QUARTET - ANIMATION, UTS, AUSTRALIA

Oct 2017

- 3D animation Concept, Animating, Dynamics.

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 polystyrene sculptures
- Design of internal and external building surfaces
- Managing and coordinating staff members

EDUCATION

2018

- University of Technology Sydney -Bachelor of Design in Animation

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