



# NAYAKI ANANDAN

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## Summary

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3D VFX Artist with expertise creating polished assets for Game Development and Marketing. Specializes in the modeling to compositing pipeline for both hyper-realistic and stylized environments. Developed a watercolor VR experience that earned industry recognition.

## Skills

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- Blender
- Cinema 4D / Redshift
- Maya
- Substance Painter / Designer
- Adobe After Effects
- Rigging and Animation
- Adobe Photoshop
- Unreal Engine 4/5 Blueprints and Shaders

## Experience

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### VFX Artist Wild Gravity (May 2022- Present)

- Produced highly realistic 3D environments using self-made and packaged assets for marketing videos and ad spots.
- Worked closely with producers and clients to design and composite stylized animations and graphics in Adobe After Effects, resulting in unique and original marketing materials.

### 3D Artist Amazon, Contract (June 2020- February 2022)

- Modeled and textured hundreds of game-ready 3D Props using PBR materials for a range of Amazon marketing and media needs.
- Used Maya, Photoshop, Blender and Substance Painter to create photorealistic 3D assets to be published to the Amazon store

### Freelance Artist Nayaki Anandan, DBA (2011 - 2022)

- Created 2D and 3D assets using Blender, Maya, and Substance Painter for a variety of games.
- Painted a 9' x 12' mural on the wall of a Microsoft building for Microsoft FUSE labs.

### Tutor/ Instructor ID Tech Camps (June 2019 - June 2020)

- Instructed students of a range of ages in both one on one and full formats.
- Curated a curriculum for individual students learning 3D modeling and animation in Maya.
- Taught blueprint programming in Unreal Engine for Game Design 101 class.

## Education

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Digipen Institute of Technology Master's in Digital Art (2018)

Rhode Island School of Design Bachelor's in Illustration (2015)