

# AKHILESH VIJAYVERGIYA

Bach. of Animation (SAE University Dubai)

## CONTACT

☎ [+97450949103](tel:+97450949103)

✉ [akhileshvijay3d@gmail.com](mailto:akhileshvijay3d@gmail.com)

📍 Doha, Qatar

🌐 [Website Portfolio](#)

## SOFTWARE

- Maya
- Blender
- Zbrush
- 3Ds Max
- Procreate
- Substance Painter
- Premiere Pro
- After Effects
- Photoshop
- MS Office
- Canva

## SOFT SKILLS

- Critical and Creative Thinking
- Positive Attitude
- Focused and Result-Oriented
- Collaborative
- Giving and receiving feedback

## LANGUAGES

- English (Proficient)
- Spanish (Lvl 1)
- Hindi (Native)

## HOBBIES

- Billiards
  - Won QREW Billiards UAE Students tournament- Nov 2024



## PROFILE

Qualified animation graduate with expertise in 3D asset modelling, character production, texturing, lighting and rendering for animation and game engine requirements using industry-standard tools. Well-versed in the requirements of the animation production pipeline. Seeking to contribute my technical and creative skills to animation and game projects.

## WORK EXPERIENCE

### 3D Generalist- The Future Animations- (Feb 2026- April 2026) Full Time (Remote)

- Created high-quality 3D models, animations, textures, lighting, and rendering for the company's clients' animation video projects using Blender.
- Developed compelling video content focused on viewer engagement and growth, based on scripts provided by the clients.
- Collaborated with the creative team to deliver high-quality videos and maintain daily communication with the team leader.
- Utilised the company's content library and optimise 3D scenes for efficiency and fast render times.

### 3D Modeling Intern- Universal Phoenix Group (Apr 2025- Jul 2025) LLC- Internship (Remote)

- 3D modeled characters for a VR project based on concept art developed by the 2D art team.
- Provided research material for the art style and 2D shaders workflow for Unity for a VR game.
- Optimized topology and UV Unwrapping for each character to match current VR standards.

## HARD SKILLS

- 3D Asset Modeling
- 3D Character Sculpting
- Texturing
- Topology Optimization
- Cinematic Lighting & Rendering
- Character animation
- 3D Camera Tracking
- 2D Concept Art
- Video Editing
- Compositing and Post-Processing

## EDUCATION

**Bachelor of Animation**  
SAE University College, Dubai, UAE (Sept 2021- Aug 2025)

## ADDITIONAL COURSES

**Autodesk Maya- Short Course**  
Aptech Qatar- Arena Multimedia (Sep 2025- Dec 2025)

**Editing Principles and Techniques (Elective Unit)**  
SAE University College, Dubai, UAE (Oct 2024- Dec 2024)

**Film-making Short Course Certification**  
SAE University College, Dubai, UAE (Jan 2023- Feb 2023)

