AKHILESH VIJAYVERGIYA

Bach. of Animation (SAE University Dubai)

CONTACT

- +97450949103
- akhileshvijay3d@gmail.com
- Doha, Qatar
- Website Portfolio

SOFTWARE

- Maya
- Zbrush
- 3Ds Max
- Procreate
- Substance Painter
- Premiere Pro
- After Effects
- Photoshop

SOFT SKILLS

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

LANGUAGES

- English
- Hindi

PROFILE

Qualified animation graduate with expertise in 3D character production, asset creation, texturing, and optimizing them depending on animation and game engine requirements using industry-standard tools like **Autodesk Maya, 3Ds Max, Maxon Zbrush, and Adobe Creative Suite**. 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 Modeling Intern (Remote)- Universal Phoenix Group LLC   (Apr 2025- Jul 2025)

- 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
- Basics of VFX
- 3D Camera Tracking
- 2D Concept Art
- Video Editing
- Compositing and Post-Processing

EDUCATION

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

ADDITIONAL COURSES

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)