

AKHILESH VIJAYVERGIYA

Bach. of Animation (SAE University Dubai)

CONTACT

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- Dubai, UAE
- Website Portfolio

SOFTWARE

- Maxon Zbrush
- Autodesk 3Ds Max
- Chaos V-Ray
- Procreate
- Adobe Substance Painter
- Adobe Premiere Pro
- Adobe Photoshop
- Adobe After Effects

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 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)