

Nishant Dawadi

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OBJECTIVE

Nishant Dawadi is an aspiring 3D artist and animator seeking opportunities to leverage his skills in 3D modeling, environment design, and VR creation. With a strong foundation in various 3D software and current research in NVIDIA Omniverse, Digital Twin, and Audio2Face technologies, he aims to contribute his technical expertise and creative vision to a dynamic team in the animation, game development, or immersive technology industry.

EDUCATION

California State University, Fresno; <i>Bachelor of Arts in Animation</i>	Fresno, CA Aug 2023 – May 2025
Incessant Rain Animation Studios <i>Training – 3D Modeling and X-gen Grooming</i>	Kathmandu, NP May 2022 – Aug 2022

EXPERIENCE

Environment Design & VR Artist Intern <i>Hub of Digital Transformation and Innovation at California State University, Fresno</i>	Feb 2024 – May 2025 Fresno, CA
<ul style="list-style-type: none">Developed 5+ immersive VR environments for Fresno State's digital campus, contributing to a 5% increase in admissions inquiries.Reduced polygon count by 45% using low-poly modeling, improving web-based VR performance by 80%.Created 50+ photorealistic architectural elements with Blender, Maya, Substance 3D Painter and live-link, cutting production time by 35%.Creating Digital Twin, and using Audio2Face technologies, with hands-on work in Campus AI called Bulldog Genie.	
Grooming Artist Intern <i>Incessant Rain Animation Studios</i>	Aug 2022 – Jul 2023 Kathmandu, NP
<ul style="list-style-type: none">Delivered 15+ character hair and fur assets using X-Gen, meeting 100% of production deadlines.Developed and optimized a multi-step grooming pipeline, including guide curve generation, clumping, noise, and cut modifiers, enhancing production efficiency by 25%.Created custom guide systems using splines and groom-able splines, ensuring natural hair movement and flow across diverse character designs.Created custom guide systems with splines for 15+ characters, ensuring natural hair flow, movement, and realism across diverse styles, improving final output quality by 30%.	

PROJECTS

Bulldog Bound <i>Maya, Blender, Mozilla Hubs, Substance 3D Painter</i>	Jun 2023 – Present
<ul style="list-style-type: none">Developed an immersive VR campus tour using Maya for modeling/UV unwrapping, Substance 3D Painter and Substance 3D Sampler for texturing, and Blender for lighting.Leveraged Substance Painter live-link plugin to create efficient workflow between software packages, optimizing asset transfer and iteration time.Implemented shadow baking and performance optimizing techniques for web-based VR delivery via Mozilla Hubs.	

TECHNICAL SKILLS

3D Modeling & Animation: Maya, Blender, Houdini, Cinema 4D, Marvelous Designer
Texturing & Post production: Substance 3D Painter, Substance 3D Sampler, Photoshop, Premiere Pro, After Effects, DaVinci Resolve, Lightroom, InDesign
Game Engine: Unreal Engine
Programming: Python, C
Others: NVIDIA Omniverse, Microsoft Office, Google Suite, Photography