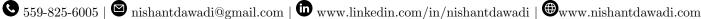
Nishant Dawadi



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;

Bachelor of Arts in Animation

Aug 2023 - May 2025

Incessant Rain Animation Studios

Training - 3D Modeling and X-gen Grooming

Kathmandu, NP

May 2022 - Aug 2022

Experience

Environment Design & VR Artist Intern

Feb 2024 - May 2025

Hub of Digital Transformation and Innovation at California State University, Fresno

Fresno, CA

Fresno, CA

- 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

Aug 2022 - Jul 2023

Kathmandu, NP

Incessant Rain Animation Studios

- 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 | Maya, Blender, Mozilla Hubs, Substance 3D Painter

Jun 2023 - Present

- 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