Resume

Akshay Dilip Kumar

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Profile

Multidisciplinary 3D Artist with 5+ years of experience in modelling, texturing, and rendering. Recognised for precision, creative problem solving, and collaborative execution. Adept at translating artistic vision into production ready assets and optimising pipelines.

Production History

- **Za Studios** (Bangalore, India) — Mid Generalist (2021-2022)
  - Textured hero props and characters for FIFA Mascot verse, Orion and the Dark, and LEGO Piece by Piece.
  - Projected facial textures and designed clothing materials for *The King of Kings* (2025).
  - Unwrapped UVs and conducted model QA for LEGO Piece by Piece and LEGO Dreams.
  - Developed smart materials and export presets in Substance Painter; implemented naming conventions and scripts for pipeline efficiency.
- **Dream No More Studios** (Las Vegas, United States) — 3D Generalist (2022-2024)
  - Delivered 3D assets for Oliver Tree's digital band ZR3, including four characters and two vehicles.
  - Integrated models into Unreal Engine and Autodesk Flow Studio (formerly Wanna Studio) ensuring compatibility with bone and weight detection systems.
  - Sculpted, textured, and optimised assets for real time rendering, balancing artistic fidelity with technical constraints.
- **Wanna Fashion** (California, United States) — 3D Generalist (2024)
  - Designed and textured assets for Balenciaga, Maison Margiela, and Moschino using a custom Blender pipeline.
  - Worked on GLTF formats and custom node graphs for better visualization in web-GL renderers such as Arsenal.
  - Adapted models for augmented reality, emphasizing scale, depth, and brand identity.
  - Iterated rapidly in a high-pressure environment, maintaining quality across fashion-forward deliverables.

Work Experience

- **C-Design** (Kerala, India) — Texturing Artist (2016-2017)
  - Created interior and furniture textures with optimised UV layouts and precise texel density.
  - Refined unwrapping techniques to eliminate stretching and blurriness, ensuring seamless texture blending.
  - Completed rigorous training in texture QA, delivering clean, efficient, and detail-oriented assets.
- **3D Artist (Freelance)** (Kerala, India) — 3D Generalist (2018-2019)
  - Delivered textured and modelled assets for global clients, streamlining file cleanup and optimisation.
  - Managed projects across multiple time zones, iterating daily on renders and video deliverables.
  - Built client relationships through consistent communication, timely delivery, and organised workflows.

- **Za Studios** (Bangalore, India) — Mid Generalist (2021-2022)
  - Specialised in character and creature texturing for high-profile projects, collaborating with multidisciplinary teams.
  - Developed smart materials and export presets in Substance Painter; scripted and fixed naming conventions to enhance pipeline efficiency.
  - Applied ZBrush and baking techniques to optimise render-ready assets across varied colour spaces.
  - Led texture iteration from base materials, refining normal maps and surface detail for production.
  - Cultivated a reputation for curiosity, punctuality, and collaborative execution.
- **Dream No More Studios** (Las Vegas, United States) — 3D Generalist (2022-2024)
  - Modelled, textured, and rendered assets for a visionary Alien DJ concept under a single Art Director.
  - Integrated models into emerging technologies, aligning bone and weight detection systems with production standards.
  - Navigated high-stakes client interactions with CEOs and partners, delivering assets under tight deadlines.
  - Fostered creative alignment and mutual understanding across technical and artistic domains.
- **Wanna Fashion** (Lithuania) — 3D Generalist (2024)
  - Rendered models in a custom Blender pipeline, optimising for augmented reality with precise scale and depth.
  - Balanced rapid iteration with uncompromising quality, aligning visual output with brand identity.
  - Delivered high-impact assets in a fast-paced environment, mastering the intersection of fashion and design.

Skills and Interests

- Technical: Programming in Python (Harvard CS50P)
- Languages: English
- Interests: Character art; reading artbooks with occasional library visits

Leadership Experience

- **Za Studios** (Bangalore, India) — Mid Generalist (2021-2022)
  - Headed a small rendering team of three; responsible for turntables and sequence renders.

Technical Skills

- Autodesk Maya
- Autodesk Flow
- Arnold
- Substance Painter
- Substance Stager
- ZBrush
- ZWrap
- Unreal Engine (rendering)
- Metahuman
- Character Creator 5
- Git
- Qt Designer
- Python

Education

- Mahatma Gandhi University (India, Meghalaya) — Bachelor's Degree (MA in Animation and V-FX), 2013-2016; Distinction (75% aggregate)
- Hertfordshire University (Hertfordshire, United Kingdom) — MA in Game Art and Design, September 2025 - 2026

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