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PROFILE

A technically skilled artist educated in the technical field and experienced in the artistic field of 3D with specialization over Digital Assets Creation.

CERTIFICATION



Certification number: E296-8977

VISHAL KADAM

3D Environment Artist | Technical Artist | Layout Artist |
UI & Workflow Optimization | Developer | System Administrator

EXPERIENCE

Dokploy <https://dokploy.com> | July 2024 – Present

Open-Source Contributor (Remote) Freelancer

Ranked among **Top 15** contributors at **Dokploy**, a deployment and orchestration tool.

Other Open-Source & Private Projects | Ongoing | (Remote) Freelancer

Framestore | January 2023 - April 2024

Modeller

Double Negative (DNEG) | November 2021 - January 2023

Environment Generalist TD

Moving Picture Company (MPC film) | March 2017 - Sept 2021

Asset Artist - (Environment Artist)

- Worked on large env assets using optimized workflows
- Helped artists identify issues and guide to solve them

Software/Tools : Maya, Clarisse IFX , Houdini, Substance Painter (Basics), Nuke, Photoshop, Mudbox & ZBrush (Basics), Katana, MeshLab (Basics), 3ds Max, Python & Mel, Qt Designer

KW Consulting Pvt. Ltd - Technical Associate in the Project of

“Unique Identification Authority of India (UIDAI)”. June 2013 to Oct 2014

- Installation, Configuration, Application Maintenance and Troubleshooting.
- Enterprise Application Deployment and Management.
- Technical assistance in monitoring through backup/restore, upgrades, fail-over, and recovery.
- Team Supervision and Performance Management.
- Desktop and Laptop Maintenance and Troubleshooting (Windows, Linux).
- Providing technical support to clients via email, live chat, phone or On-site.

MICRO TECHNOLOGIES - Hardware Engineer (Part-Time) , Hyderabad

May 2012 to April 2013

WORK PROFILE

Projects worked: The Predator, Justice League, Dumbo, Shazam, The Call of the Wild, Dolittle, Godzilla vs. Kong, Chip 'n Dale: Rescue Rangers, RRR, Shazam fury of the gods

Software/Tools used: Maya, Clarisse IFX , Houdini, Substance Painter (Basics), Nuke, Photoshop, Mudbox & ZBrush (Basics), Katana, MeshLab (Basics), 3ds Max, Python & Mel, Qt Designer used to create small tools or scripts to ease the work.

Achievements: Troubleshooting Maya issues. Introducing out of the pipeline solutions, Identifying other artist's problems and issues towards growth and guiding them for the same.

EDUCATIONAL QUALIFICATION

MPC Academy (Course of study in Assets)

Moving Picture Company | Mar 2017 - May 2017

Animation Course

Arena Multimedia | Nov 2014 - Feb 2017

Hardware and Networking course

Jetking Infotrain Ltd | Mar 2012 to Mar 2013

B.SC Computers from Nalanda Degree College (K.U.Warangal)

March / April 2014

Board of Intermediate Education (MPC),

Narayana Junior College during - June - 2009

SSC Board of Secondary Education during,

St. Joseph's Convent High School - March - 2007