Ananth R Kulkarni

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EDUCATION

Alva's Institute of Engineering and Technology   **VTU University** – Karnataka, India
Bachelor of Engineering in Computer Science and Design   *Aug. 2022 – Present*

Asian Acedemy of Films and Television   Remote
Diploma in 3D Animation and VFX   *Aug. 2024 – Present*

EXPERIENCE

3D Artist Intern – Vithsutra Technologies Pvt. Ltd.   March. 2024 - Present
- Modeled and animated biometric and RFID-based product prototypes for smart public systems.
- Created high-quality hard surface models with realistic texturing and animation.
- Collaborated with the development team to visualize tech products for smart education and communication solutions.
- Delivered optimized, clean-topology assets ready for integration in promotional or technical demos.

Freelance 3D Artist – Remote   Jan. 2023 – Feb. 2023
- Created 3D assets for personal and client projects, including product visuals and props.
- Specialized in product animation and cinematic lighting.
- Handled full production pipeline—from modeling, texturing, animation to rendering and post-production.
- Built and maintained an online portfolio to showcase ongoing and completed work, tailored for clients and internships.

PROJECTS

Biometric Attendance Device Visualization | *Blender, HardOps, BoxCutter, After Effects*   June 2023 – July 2023
- Modeled a realistic biometric device using reference images as part of an automation project with Vithsutra Technologies.
- Performed hard-surface modeling using Blender's BoxCutter and HardOps; added animation to showcase product features.
- Rendered high-resolution visuals and created a short animation to visualize product usability.

RFID Telephone & Recharge Unit | *Blender, HardOps, BoxCutter, Substance Painter*   Aug. 2023 – Sept. 2023
- Created a highly realistic model of an RFID-based public telephone system with a recharge box.
- Used precise topology and hard-surface modeling tools; applied detailed textures using a PBR workflow.
- Developed a product animation with rotating visuals to simulate functionality and aesthetics.

Helicopter CGI Banner Animation | *Blender, fSpy, GeoTracker, After Effects*   Nov 2023
- Merged real-world stock footage with 3D animation using camera matching via fSpy.
- Simulated realistic cloth animation on a banner towed by a helicopter.
- Final composite done in After Effects with seamless lighting and motion integration.

Game-Style House Environment | *Blender, Sculpting, Substance Painter*   Dec 2023 – Jan 2024
- Created a stylized game environment with hand-painted textures using Substance Painter.
- Sculpted realistic details like surface cracks and animated elements like smoke and leaves.
- Rendered in Cycles with attention to visual storytelling and environmental depth.

Forest Environment – Realistic Terrain | *Gaea, Blender*   Feb 2024 – Mar 2024
- Generated large-scale terrain using Gaea; integrated low-poly textured trees and water simulations.
- Composed a natural dense forest scene with sky fog and atmospheric lighting.
- Focused on realistic scale and natural transitions for learning environment design.

Character Modeling – Sketch to 3D | *Blender, UV Mapping*   April 2024 – May 2024
- Modeled a low-poly character from an original sketch with clean topology and UV unwrapping.
- Textured manually in Blender; applied rigging and basic posing setup for future animation.
- Designed for efficiency and flexibility as a beginner-level character asset.

TECHNICAL SKILLS

3D Modeling & Animation: Blender, Maya (learning), ZBrush (learning), Gaea
Texturing & Rendering: Substance Painter, Marmoset Toolbag (learning)
Design & Compositing Software: Adobe Photoshop, Adobe Illustrator, After Effects
Programming Languages: Python, C (Basic)