

Sanika Godbole | Technical Artist & 3D Modeler

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EDUCATION

Savannah College of Art and Design | Savannah, GA | BFA in Visual Effects | Sept 2023 - May 2026 | GPA 4.0

EXPERIENCE

Digital Artist Intern - Oshkosh Corporation

Jun - Aug 2025 | Oshkosh, WI

- ◆ Automated shader translation, camera setup, and rendering in a headless KeyShot environment for 100+ photoreal materials per model for 50+ models
- ◆ Developed 2 robust Python tools to streamline 3D content prep between 3DS Max, V-Ray, and KeyShot, improving workflow efficiency for mass product visualization
- ◆ Lead VR product demonstrations in Unreal Engine Metaquest for customers and engineers on short notice, informing about applications of VR in different departments, responding to feedback & developing iterations
- ◆ Produced models & photorealistic CG visualizations for trucks using existing CAD data

Teaching Assistant - SCAD

Jan - May 2025 | Savannah, GA

- ◆ Supported professor in introductory animation classes teaching MAYA, for topics including modeling, texturing, rigging, & keyframe animation
- ◆ Provided consistent technical help including troubleshooting hardware and software for 40+ students

Artificial Intelligence Researcher - SCADPro

Jan - Mar 2024 | Savannah, GA

- ◆ Researched emerging AI tools, their implications and ethical uses relating to the art industry
 - ◆ Fostered a passion to use AI to enhance rather than replace creativity in artistic workflow
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PROJECTS

Technical Artist - Stone Lions Don't Roar

Jun 2025 - Present

- ◆ Developed a production ready USD integrated pipeline app to automate folder creation, asset version control, USD asset delivery across characters, props, and sets, and streamline file management for a team of 20 people
- ◆ Executed set dressing and procedural scattering of environmental assets in Houdini with heightfield & scatter tools
- ◆ Modeled assets in MAYA and Zbrush aligning with concept drawings and art direction

Technical Artist - Procedural Vine Growth Tool

Apr - May 2025

- ◆ Independently designed tool in Houdini to create procedural vines based on curve input to explore growth FX
- ◆ Handled full look development pipeline, including shaders, lighting, compositing, and rendering

3D Character & Prop Modeler - Pain D'Epices

Nov 2024 - May 2025

- ◆ Modeled protagonist character and 15+ props using Maya and Zbrush, aligning with the visual style needed for the student capstone film
 - ◆ Delivered assets optimized for rigging and animation within a collaborative production pipeline
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TECHNICAL PROFICIENCIES

MAYA, Houdini, USD, Python Scripting, MEL, Zbrush, Linux, Solaris, Unreal Engine, Git, Substance Designer & Painter, Optimization, Shotgrid, Arnold, Karma, Blender, Nuke, Perforce, Vray, Keyshot, Photoshop, After Effects, Mari, Adobe Creative Suite