Sanika Godbole | Pipeline & Tools | Generalist

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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 transfer 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, informing about applications of VR in different departments, responding to feedback & developing iterations

✦ Produced models & photorealistic CG visualizations for trucks using existing CAD data

Student Researcher - Electronic Arts X SCADPro   *Oct 2025 | Savannah, GA*

✦ Collaborated with EA to research new workflows that allow artists to create concept art that aligns with a predefined art style ensuring consistency across production

✦ Researched emerging AI tools including Vizcom, HP Ai Studio, & Claude, their implications and ethical uses relating to the art industry specifically in the look development department

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

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PROJECTS

Pipeline TD - Stone Lions Don't Roar   *Jun 2025 - Present*

✦ Developed a production ready pipeline app compatible with Solaris to automate folder creation, asset version control, USD asset delivery, and streamline file management for a team of 20 people

✦ Supported modeling, set dressing, simulation, look development, and lighting departments in Houdini Arnold indicating strong understanding of CG pipeline

Technical Artist - Project Vroom   *Sept 2025 - Present*

✦ Developed procedural tools in Houdini and Unreal Engine to assist production and increase efficiency

✦ Modeled key props in 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

FX 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

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TECHNICAL PROFICIENCIES

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