

SUSHANT KHADGI

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Skills

- Lighting
- Texturing
- Look Development
- Composition

Software and Render Engine

- Autodesk Maya
- Substance Painter
- Unreal Engine
- Photoshop
- Nuke
- Arnold
- V-Ray
- Redshift

Experience

Lighting Artist and LookDev Artist [Incessant Rain Animation Studio](#) 2020-2023

- Established and managed both direct and reflected lighting, shadows, and compositing for each assigned shot
- Ensured that each shot seamlessly fit into the continuity of the sequence and fulfilled the vision of the Directors, Production Designer, Art Director, VFX Supervisor, and Head of Lighting, while adhering to the production schedule.
- Maintained high-quality final frames and ensured cleanliness of setups.
- Contributed innovative and original ideas to optimize lighting and look development for the production.

Education

Diploma in 3D Animation and VFX [Idream Animation Academy/Studio](#) 2017-2019

Projects

- [Tig Notaro: Drawn](#)
- [Gurkha Vs Ninja](#)
- [Legend of The Vox Machina season 1 & 2](#)
- [Road Safety](#)
- [Bobbleheads: The Movie](#)