

Saugandh Nakkarike

3D Generalist

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Summary

3D Generalist with 5+ years of experience creating game-ready and cinema-ready assets, from hard-surface props to full environments. Experienced across mobile game production, cinematic previz, and feature film VFX, with work including casino environments, a dark-fantasy film set, and a digital double for a theatrical release. Comfortable owning a project end to end, from concept translation and modeling through UV mapping, PBR texturing, and final render optimization.

Skills

3D & Rendering: Blender, Unreal Engine, Substance Painter, Substance Designer

Character & World-Building Tools: Character Creator, Marvelous Designer, Gaea

Graphics & Post: Adobe After Effects, Adobe Photoshop, Adobe Illustrator

Specialties: Hard-Surface Modeling, Environment Art, Prop Modeling, PBR Texturing, Cinematic Lighting, Motion Graphics

Languages: English, Kannada, Hindi

Experience

High-Stakes Poker (Mobile Game)

2026 - Present

3D Generalist

Freelance / Contract

- Designed and modeled full casino environments alongside core game-ready props, including professional poker tables, seating, and high-fidelity chips.
- Created optimized low-poly 3D character models and texture variations for random background NPCs to populate the casino space.
- Authored detailed PBR textures in Substance Painter using custom smart materials to maintain visual fidelity under mobile constraints.

Kalinga (Movie Pitch)

2025

3D Environment & Prop Artist

Cinematic Previz

- Modeled and textured full 3D environments and set dressing to establish the dark-fantasy cinematic setting of the pitch.
- Designed and sculpted an ultra-high-fidelity cinematic sword hero prop for the project.
- Utilized uncompressed PBR texturing workflows (Color, Emissive, Roughness, Metallic, Normal DX) to deliver photoreal renders for director presentations.

"Mr. Rani" Project

2024 - 2025

3D CGI & VFX Artist

Feature Film Production · 6 Months

- Created a 2-minute rendered cinematic montage sequence for the Kannada theatrical feature film "Mr. Rani."
- Built an exact 3D digital double replication of the lead actor, including high-fidelity facial likeness, custom blendshapes, skin PBR shaders, and wardrobe assets.
- Modeled comprehensive 3D environments, background architecture, and scene props, handling full character rigging and montage animation.

The Heritage of Sri Suttur Math

2018 - 2020

3D Environment & Asset Artist

Shoonyeka Solutions · 2 Years

- Created 3D environments, modular temple architecture, historical monuments, props, and organic terrain for a 3D animated documentary film.
- Owned end-to-end asset production: concept translation, high-to-low poly modeling, UV mapping, PBR texturing, scene layout, and render optimization.

My Kaas Goa - A Round Trip (Short Film)

2020

Title & Motion Graphics Designer

RV Creations

- Designed and animated the title sequences, credits, and splash screens for the Kannada short film “My Kaas Goa - A Round Trip.”

Education

Aniframes College of Arts & Multimedia

3-Year Full Time

Diploma in Multimedia & Animation Film Making
(ADMAFM)

Mysore, Karnataka, India

A 6-semester program with hands-on immersion across animation production, visual storytelling, digital sculpting, and end-to-end CGI and VFX film-making pipelines. It covered 3D modeling and texturing, art and design fundamentals, lighting, shading and rendering, VFX, matchmove and compositing, particle dynamics and FX, and film production and storytelling.