RHEA AADITYA

3D Technical Artist
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EDUCATION

Savannah College of Art and Design, Bachelor of Fine Arts in Animation *2022 to 2026*
Savannah, USA | Cum Laude Honors

American School in London, High School Diploma *2011 to 2022*
London, UK

RELEVANT EXPERIENCE

"Graveyard Gremlins," Modelling & Texturing Artist *Sep 2025 to Jun 2026*
Senior Thesis Film · Savannah College of Art and Design

- A hybrid 2D/3D senior thesis film produced within a 20-person crew and built around an ambitious, unique hybrid pipeline that demanded close technical coordination and steady work under pressure. Modelled the hero vehicle, then modelled and textured a range of environment props, including trees, foliage, street signs, and graves.
- Lit 14 shots and assisted with final compositing to help bring the film's hybrid look to completion.
- Earned recognition at 8 festivals and competitions thus far, including a **Best Animation win**, **two finalist placements**, and several international official selections, with the festival run still underway and further results to be announced (full list below).

Green Gold Animation Pvt Ltd, Texturing Intern *Jun to Jul 2025*
Hyderabad, India

- Textured production assets, and contributed modelling work, for an animated television series in active development, embedded across both the VFX and 3D animation teams to match established look development standards.
- Strengthened workflows across both hand-painted and photorealistic texturing styles, while navigating the technical challenges of large-scale environment scenes.

WORK EXPERIENCE

The Westminster London, Curio Collection by Hilton, F&B Assistant *Nov 2024 to Jan 2025*
London, UK

- Served as both floor runner and host during breakfast service in a high-volume hotel environment, building customer-facing and teamwork skills under time pressure. This experience reflects strong adaptability and composure in fast-paced, deadline-driven settings.

Mesmerise, AR/VR Intern *Jun 2021*
London, UK

- Collaborated closely with the UX and 3D Environment Art teams to conduct research, then curated and pitched concepts for the VR platform to senior leadership and the board.

TECHNICAL SKILLS

3D & Sculpting: Autodesk Maya, Maxon ZBrush
Texturing & Look-Dev: Substance 3D Painter, Substance 3D Designer
Compositing & Editing: Nuke, After Effects, Premiere Pro
Real-Time / Engines: Unreal Engine
Photogrammetry: Polycam, KIRI Engine, Reality Scan
Design & Office: Photoshop, Illustrator, MS Office (Word, Excel, PowerPoint)

PERSONAL SKILLS

Resourceful Collaborator · Diligent and Meticulous · Compelling Presenter · Creative Problem-Solver · Continuous Learner

AWARDS & RECOGNITION

Film Festivals & Awards

- **Best Animation (Winner), Tokyo Film Festival (2026)**
- **2D Film of the Year Finalist**, Rookie Awards (2026)
- **Award Finalist**, Portland Comedy Film Festival (2026)
- MAKE Thesis Grant, Honourable Mention (2025)
- Semifinalist, New York Indie Shorts Award (2026)
- Nominee, Loveland Shorts Film Festival Awards (2026)
- Official Selection, Anatolia International Film Festival (2026)
- Official Selection, Tochigi International Film Festival (2026)
- Official Selection, UPward International Student Film Festival (2026)

Academic Honors

- Dean's List, Savannah College of Art and Design (2022 to 2026)
- Distinguished Scholars Scholarship, Savannah College of Art and Design (2022)
- Presidential Scholar, School of the Art Institute of Chicago (2022)
- AP Scholar (2021); AP Scholar with Distinction (2022)

LANGUAGES

English (fluent) | Hindi (conversational) | Spanish (working proficiency)