Hardik Jain

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SUMMARY

Talented and enthusiastic 3D Artist with 6+ years of experience creating 3D models, animations, and Visual effects for more than 24 projects including films, video games, YouTube videos, and advertising campaigns. Passionate about developing 3D art that gives life to my imagination. Has a repertoire of technical skills like Maya, Unreal Engine, and Substance Painter to aid my workflow and complete any project with accuracy and artistic skill.

EDUCATION

DePaul University, USA, **Bachelor of Fine Arts in Animation and Visual Effects**   Spring 2020- Spring 2024
Scholarships: Global DePaul Scholarship, $88,000
Grades: 3.52/4 GPA
Modules: 3D Modeling and Animation, Visual Effects, Virtual Production, and Cinematography, Unreal Engine Workshop

WORK AND LEADERSHIP EXPERIENCE

ArtGare, **President and Studio Head**   January 2020 – July 2020
- Managed and directed work to team of 15 3D artists to ensure that outputs aligned with client needs
- Created 200+ high-quality assets within technical budgets and aggressive deadlines, resulting in 97% success rate
- Shaped vision of project while working through completion and implementing feedback to refine content
- Collaborated and worked closely with 50+ professionals from the industry; conducted reports on project progress, presenting results to executives

Hybrid Idea Pvt. Ltd, **3D Artist and Video Editor**   January 2019 - July 2020
- Provided company with 50+ product designs for 5 products based on assistive technology and rendered them in 3D
- Edited product description videos with 3D exploded view animations, improving the attraction on website by 30%
- Illustrated film assets, textured objects, and designed multiple app icons and menu screens, resulting in a 50% increase in overall productivity

Smile by Design Dental Clinic, **Graphic Designer**   September 2018 – March 2019
- Customised banners and improved 3D model development process to increase quality by 90% and reduce costs
- Assisted the design team with UI Design for company's app and redesigned brand logo & other design mock-ups

BRL-CAD, **3D Animation Intern**   March 2018 - May 2018
- Ensured and tested compatibility of BRL-CAD with other 3D software, made 13 tutorials & filed documentation
- Communicated with UX designers to translate project requirements and objectives into polished user interface
- Redesigned 2D textures by hand painting and captured real image references for real-time rendering

PROFESSIONAL PROJECTS

DePaul University, **3D Modeling Artist**   March 2022 – June 2022
- Virtual Production Bluelight Project- Created a virtual production film using Unreal Engine with a team of 15 fellow artists. Designed and modeled 18 3D props and character assets with high quality and within deadlines
- Problem-solved technical errors in Unreal Engine to link real-time recordings in front of a virtual screen, ensuring the smooth flow of assets within the cinematic realm

Lazy Assassin YouTube Channel, **Freelance 3D Artist**   January 2022 – March 2022
- CG Compositing- Helped the YouTuber with creating a CG Compositing scene for a realistic car explosion scene. Built upon existing animation to develop 50+ new stories. Achieved more than 1 million views within 2 months

VKSROX YouTube Channel, **Project Manager**   June 2020 – December 2020
- Successfully made two YouTube Videos based on concepts of Indian Ironman and GTA India which crossed over 5.2 million views. Produced detailed assets with Maya, Arnold, and Substance Painter, composited in After Effects

ACHIEVEMENTS

3D Models printable on 3D Printers by NITNUI, India, **Winner**   October 2016
- Won 2nd position in National Level competition to produce accurate 3D printable models

Korean Short Film Contest by Korean Culture Centre, **Runner-Up**   November 2016
- Won 2nd Runner up position in an International Video Editing competition

Access 2K16 by Bits N Bytes Modern School, **Runner-Up**   December 2016
- Won 2nd Runner up position in interschool 3D Design and Digital Imaging competition

SOFTWARE

Autodesk Maya, Cinema4D, Substance Painter, Arnold, V-Ray, Redshift, Pixologic Zbrush, Unreal Engine, Foundry Nuke, Motion Builder, Avid Pro Tools, Davinci Resolve, Adobe (Photoshop, Illustrator, Animate, Premiere Pro, After Effects), Microsoft Office (Word Document, PowerPoint Presentation, Excel Spreadsheet)