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## PROFILE

A technically skilled artist educated in the technical field and experienced in the artistic field of 3D with specialization over Digital Assets Creation.

## CERTIFICATION



Certification number: E296-8977

# VISHAL KADAM

3D Environment Artist | Technical Artist | Layout Artist |  
UI & Workflow Optimization | Developer | System Administrator

## EXPERIENCE

**Dokploy** <https://dokploy.com> | July 2024 - Present

Open-Source Contributor (Remote) Freelancer

Ranked among **Top 15** contributors at **Dokploy**, a deployment and orchestration tool.

**Other Open-Source & Private Projects** | Ongoing | (Remote) Freelancer

**Framestore** | January 2023 - April 2024

Modeller

**Double Negative ( DNEG )** | November 2021 - January 2023

Environment Generalist TD

**Moving Picture Company ( MPC film )** | March 2017 - Sept 2021

Asset Artist - (Environment Artist)

- Worked on large env assets using optimized workflows
- Helped artists identify issues and guide to solve them

**Software/Tools** : Maya, Clarisse IFX, Houdini, Substance Painter (Basics), Nuke, Photoshop, Mudbox & ZBrush (Basics), Katana, MeshLab (Basics), 3ds Max, Python & Mel, Qt Designer

**KW Consulting Pvt. Ltd** - Technical Associate in the Project of

“Unique Identification Authority of India (UIDAI)”. June 2013 to Oct 2014

- Installation, Configuration, Application Maintenance and Troubleshooting.
- Enterprise Application Deployment and Management.
- Technical assistance in monitoring through backup/restore, upgrades, fail-over, and recovery.
- Team Supervision and Performance Management.
- Desktop and Laptop Maintenance and Troubleshooting (Windows, Linux).
- Providing technical support to clients via email, live chat, phone or On-site.

**MICRO TECHNOLOGIES** - Hardware Engineer (Part-Time), Hyderabad

May 2012 to April 2013

## WORK PROFILE

**Projects worked:** The Predator, Justice League, Dumbo, Shazam, The Call of the Wild, Dolittle, Godzilla vs. Kong, Chip 'n Dale: Rescue Rangers, RRR, Shazam fury of the gods

**Software/Tools used:** Maya, Clarisse IFX, Houdini, Substance Painter (Basics), Nuke, Photoshop, Mudbox & ZBrush (Basics), Katana, MeshLab (Basics), 3ds Max, Python & Mel, Qt Designer used to create small tools or scripts to ease the work.

**Achievements:** Troubleshooting Maya issues. Introducing out of the pipeline solutions, Identifying other artist's problems and issues towards growth and guiding them for the same.

## EDUCATIONAL QUALIFICATION

**MPC Academy ( Course of study in Assets )**

Moving Picture Company | Mar 2017 - May 2017

**Animation Course**

Arena Multimedia | Nov 2014 - Feb 2017

**Hardware and Networking course**

Jetking Infotrain Ltd | Mar 2012 to Mar 2013

**B.SC Computers from Nalanda Degree College (K.U.Warangal)**

March / April 2014

**Board of Intermediate Education (MPC),**

Narayana Junior College during - June - 2009

**SSC Board of Secondary Education during,**

St. Joseph's Convent High School - March - 2007