



Vishal Kadam

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

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Profiles

- Linkedin
- Github - vishalkadam47
- Gumroad
- Artstation
- Show Reel

Projects

VFX - Projects

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

Certifications

Microsoft Certified Technology Specialist
Certification number: E296-8977

Objective

Seeking an opportunity to apply my technical skills and problem-solving abilities in IT Support or Infrastructure, contributing to the stability and efficiency of systems in a dynamic environment. With hands-on experience in system administration, remote support, and deployment workflows, I aim to ensure smooth operations while continuing to grow in enterprise tools and infrastructure best practices.

Projects Experience

Dokploy July 2024 – Present
Contributor Remote

https://dokploy.com

- Ranked among the top 15 contributors to Dokploy, a deployment and orchestration tool.
- Developed and optimised features and custom integrations.
- Worked with containerisation technologies to improve deployment workflows.
- Contributed to bug fixes, and community discussions to refine the project.
- Actively support community users by assisting with troubleshooting, and feature discussions.

Other Open-Source & Private Contributions Ongoing

- Actively contribute to private projects involving workflow automation, UI/UX improvements, and backend optimisation.
- Engage in code reviews, debugging, and performance tuning to maintain code quality and efficiency.

Experience

Framestore January 2023 - April 2024
Modeller Mumbai, India

Double Negative (DNEG) November 2021 - January 2023
Environment Generalist TD Remote

MPC film March 2017 - Sept 2021
Asset Artist - (Environment Artist) Bangalore, India

- Worked on large env assets and using optimized workflows
- Helped artists identify issues and guide to solve them
- Troubleshooting Maya issues. Introducing out of the pipeline solutions.

KW Consulting Pvt. Ltd June 2013 - Oct 2014
Technical Associate Hyderabad

- Technical Associate in the Project of “Unique Identification Authority of India (UIDAI - Aadhaar)
- Enterprise Application Deployment and Management.
- Team Supervision and Performance Management.

Micro Technologies (Part Time) May 2012 - May 2013
Hardware Engineer Hyderabad

- Computer Hardware Troubleshooting, Retail Sales, Customer Service

Technical Skills

- Comfortable installing and setting up Linux and Windows workstations; basic experience with macOS setup
- Build, upgrade, and troubleshoot workstations and hardware issues, including desktops and laptops
- Support remote users over VPN and remote desktop tools to keep them connected and productive
- Experience supporting Maya, Houdini, and Nuke, including troubleshooting and out-of-the-pipeline solutions for artists
- Learning and working with Docker and Kubernetes by building and customizing Dockerfiles, writing deployment .yaml files, and using kubectl commands to deploy and manage applications — gaining a better understanding of containerization and real-world deployment workflows
- Manage installation, configuration, maintenance, and troubleshooting of applications and enterprise deployments, including backups, restores, upgrades, and recovery processes
- Help users solve technical issues with clear communication, whether onsite or through email, chat, or phone.

Education

MPC Academy	Mar 2017 - May 2017 Course of study in Assets
Arena Multimedia	Nov 2014 - Feb 2017 Arena Animation International Program
Jetking Infotrain Ltd	Mar 2012 - Mar 2013 Hardware and Networking course
Nalanda Degree College (K.U.Warangal)	March / April 2014 B.SC Computers

Personal Development Journey

Technically skilled VFX artist with a background in IT and a passion for **3D Modelling and digital asset creation**. I specialize in crafting high-quality digital assets for the VFX industry.

I thrive at the crossroads where art and technology converge. This synergy allows me to breathe life into ideas in a way that's both visually stunning and efficient.

Before diving into VFX, I spent two years as an IT Assistant, solidifying my technical skills in system administration and maintenance.

*“A lifelong learner, I'm constantly expanding my knowledge. Currently, I'm exploring containerization technologies like Docker and Kubernetes, while also building a foundation in programming languages and frameworks like **Python, Mel, Qt-Designer**, HTML, CSS, JavaScript, TypeScript, React, and Next.js.”*

What truly drives me is the ability to create User-friendly interfaces and optimise performance.