

NIVEA GANDHI

3D Environment Modeler & Prop Artist

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Skilled 3D Environment and Prop Artist specializing in high-quality modeling, texturing, and lighting, with a creative edge for developing unique concepts to create distinctive, polished visuals. Collaborative team player committed to delivering cohesive, production-ready environments with precision and consistency.

RECENT PROJECTS

3D Exterior Environment *Lantern Orchard*

- Conceptualized and modeled a 3D environment inspired by the lantern scene in *Tangled*, featuring trees that grow lanterns which float away at night.
- Sculpted primary assets in ZBrush, refined them in Maya, created foliage in SpeedTree, assembled the scene in Houdini, and completed final compositing in Nuke to enhance atmosphere and cohesion.

3D Interior Environment (Asset Integration & Lighting) *Underground Metro Control Room*

- Assembled and re-textured high-quality 3D assets— including tunnel, subway train and office desk objects in Unreal Engine.
- Set up cinematic lighting and rendered the animated sequence. Completed post-production in Nuke, enhancing the overall visual quality through compositing and color grading.

3D Prop Modeling

- modeled and textured film-ready assets and props such as binoculars, Japanese wine cellar, soda can and hut from reference material

WORK EXPERIENCE

CG Artist & Production Assistant StudioX (2025)

Modeled and textured production-ready assets including drain grates and boulders for active projects, ensuring clean topology and pipeline efficiency.

KEY SKILLS

Software

Maya, Substance Painter, Zbrush, Houdini, Unreal Engine, Nuke, Photoshop, Illustrator, After Effects, Premiere, Microsoft Office, Google Suite

3D Animation

Hard surface and organic modeling, environment and prop modeling, high/low poly modeling, texturing, lighting, sketching

Interpersonal

Quick learner, design thinker, attention to detail, excellent communication, self-driven, passionate about creativity, adventurous, committed, patient

Languages

English, Hindi, Gujarati

EDUCATION

Masters in Animation and Visual Effects Emphasis in 3D Modeling

Academy of Art University (2024-2026)

Graphic/Web Design Certificate

Arena Multimedia (2011-2013)

Bachelors in Electrical Engineering

Sardar Patel University (2007-2011)

AFFILIATIONS

Member of Women in Animation (WIA)

Member of Asians in Animation (AIA)