



ADITYA RAJAN

Look Development Artist

EDUCATION

Savannah College of Art and Design

Bachelor in Fine Arts: Technical Animation

September 2022- May 2026 (Anticipated Graduation)

HONORS

- *The Rookies*- Editor's Choice Award(2024)
- *Global Game Jam 2024*- SCAD- Best Game Art Award
- SCAD Dean's List (Fall 2022- present)
- SCAD Achievement + Academic Honors Scholarship (2022-2026)

PROFESSIONAL EXPERIENCE

Design and Make Ambassador - Autodesk - June 2025- Present

- Hosted workshops and events on campus for students related to usage of Autodesk software such as Maya
- Provided resources for 3D artists and share personal work to encourage usage of Autodesk products

Pre-College Assistant- SCAD- June -July 2025

- Supported high school students participating in SCAD Summer Seminar and Rising Star programs
- Offered mentoring, community development and managed events to support student growth

3D Texture Artist Intern - Serious Point Games- October 2024 - July 2025

- Created a variety of 30+ hand-painted textured assets to be integrated in Unity based on supervisor specifications
- Gained insight into the video game production pipeline from industry professionals.

Teaching Assistant - SCAD - September 2024 - May 2025

- Supported Professor during class demos by overseeing student work and managing out-of-class communication methods.
- Assisted students with troubleshooting and software navigation for various software such as Maya and Substance Painter.

PROJECT-BASED EXPERIENCE

"Me in a Nutshell" - Short Film - Environment Artist - June 2025 - Present

- Created environment assets using a variety of hand-painted and procedural workflows in Blender and Adobe Substance Painter
- Designed stylized shaders and geometry node workflows for easy integration of stylized assets into Blender

"In Between" - SCAD MFA Thesis Live Action/CG Hybrid Film - Texture Artist - March 2025 - June 2025

- Designed textured, production ready assets for integration into Unreal Engine according to director guidelines while collaborating closely with other students and texture artists. Worked in Substance Painter and Maya.

SCADpro x Deloitte - Research Co-lead and 3D Artist - January - March 2025

- Collaborated closely with students and Deloitte to create an anti-tobacco marketing campaign. Worked as one of the research leads and 3D artists responsible for creating client slide decks and asset deliverables.

SOFTWARE SKILLS

- Adobe Photoshop + Substance Painter/Designer + After Effects + Premiere | Autodesk Maya + Arnold | Blender | Clip Studio Paint | Microsoft Office Suite | Zbrush | Unreal Engine 5 | Nuke | Houdini | Figma | Unity

TECHNICAL SKILLS

- 3D modeling + UV unwrapping + texturing + sculpting | Look Development | 3D Lighting | Python scripting | Real-time PBR lighting workflow(Unreal, Arnold, Cycles, Eevee, Karma) | Compositing | Photogrammetry | Leadership | Problem Solving | Adaptability | Communication