

# ABHIMANYU GUPTA

Media Artist

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## EDUCATION

### Bachelor of Media Arts

UNSW Sydney – 2019 - 2021

## TECHNICAL SKILLS

3D Modelling  
3D Animation  
3D Game Art  
Graphic Design  
Motion Graphics  
Video Editing

## SOFT SKILLS

Leadership  
Communication  
Project Management  
Problem Solving  
Teamwork & Collaboration

## AWARDS

UNSW Future of Change Scholarship  
Merit Academic Excellence Award

## REFERENCE

### James Pratt

Director - Malibu Crush  
Mogul Productions

### Dr. Vaughan Dai Rees

Deputy Head of School - Design  
E.v.rees@unsw.edu.au

## STATEMENT

I am a dedicated and detail-oriented Media artist, specializing in Animation and Visual effects, with extensive experience in 3D modelling, animation, and graphic design. Skilled with 3D software such as Autodesk Maya and Substance Painter and Adobe Creative suite, always looking forward to extending my skills and knowledge.

## RECENT PROFESSIONAL EXPERIENCE

### JUNIOR 3D ANIMATOR

Supremacy Game - Ninja Software | Feb '22 - Present

Creating bipedal and quadrupedal mechanical animations  
Working with programmers on implementation in the game

### 3D MODELLING ARTIST

Sydney Environment Institute - USYD | May '21 - Oct '21

Modelling 3D assets and environments  
Lighting and rendering final shots

### MOTION GRAPHIC DESIGNER

SUREpick Racing and Tipping Company | Jun '20 - Dec '20

Creating Motion graphic Video explainers  
UI designing for the product and advertisement

### JUNIOR EDITOR

Malibu Crush - the movie | Feb '21 - Aug '21

Assisting with sorting and trimming shots  
Designing intro/outro motion graphics

## OTHER RELATED EXPERIENCE

### PRESIDENT OF STUDENT COUNCIL

UNSW Art & Design - Sydney

### GRAPHIC AND UI/UX DESIGNER

UNSW Future Vehicles - Sunswift

### STUDENT VOLUNTEER

SIGGRAPH 2021