

PRAKHYA BHAGERIA

3D ARTIST

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WORK EXPERIENCE

3D Environment Artist, Sallen Media, New York Remote (October 2025 – Present)

- Responsible for modelling, surfacing and lookdev for multiple environments (and some hero props) for the animated film 'Dream'; Focus on actualising the concepts accurately and pushing the environment as a medium of storytelling.

Vegetation Artist, Dare to Dream Games, Ontario Remote (July 2025 – August 2025)

- Responsible for creating all kinds of unique vegetation (Trees, Bushes, Flowers etc) in Speedtree for use in Unreal Engine 5, for an upcoming AAA RPG game; Went through the complete vegetation workflow, including sculpting leaves in zBrush to making realistic textures in Substance Designer.

3D Generalist (Asset/Environment), Bumpybox, Cardiff (July 2024 – December 2024)

- Responsible for Asset building (as well as Lighting, Lookdev) in Unreal Engine 5, for an upcoming stylised series for ITV (Minibuds); Responsible for environment set up of complete levels/sequences; Worked with and cleaned up scanned data.

Freelance Environment Artist, Relio Studios, Remote (January 2024 – April 2024, March– April 2025)

Junior 3D Environment Artist, Axis Studios, Glasgow (December 2022 – November 2023)

- Worked on modelling, surfacing and scene assembly in environments, vehicles and props for a stylised Marvel project (Eyes of Wakanda) and Supercell (Clash of Clans); Followed client briefs and concepts accurately and delivered on feedback from leads and supervisors; Collaborated with a wide ranging team to create our best product

Pre-Production Intern, Brainpan Studio, Delhi (June 2019 – September 2019)

- Designed characters and props for animations; Pre-vis 3D setup; Illustrated graphics for clients and made sure deliverables followed the brief; Ideated and assisted in storyboarding; Came up with ideas for new graphics; Learnt communicative skills in a studio environment

Graphic Designer and 3D Artist, Essentia Extracts, Delhi (September 2020 – June 2021)

- Designed packaging and posters, modelled samples in Blender and Maya, came up with ideas for online campaigns and assisted with product photography and editing

EDUCATION

Unreal 5 Modular Environments, CGMA (Feb 2025)

Vegetation and Plants for Games, CGMA (Feb 2024)

M.A. 3D Computer Animation, Bournemouth University (2021 - 2022) (Grade: Distinction)

- Specialised in 3D modelling and texturing; Utilised high to low poly workflows and PBR texturing; Took assets through the entire animation/VFX pipeline; Directed a student short film; Developed collaborative and team skills; Researched the role of 3D environments in creating immersive experiences

B.A. (Hons.) English Literature, University of Delhi (2017 - 2020) (Grade: 2:1)

- Gained an extensive understanding of stories and storytelling;

SOFTWARES

·Autodesk Maya ·Zbrush ·Unreal Engine ·Substance Painter ·Speedtree ·Nuke ·Adobe Photoshop ·Vray
·Arnold ·Blender ·Substance Designer ·Adobe Premiere Pro

SKILLS

3D Modelling (Hardsurface and Organic), Texturing, Lighting, Rendering (Realtime and Offline), Vegetation, UV Mapping, Visualisation, PBR Workflows, Composition, Optimisation, Team Work, Organisation

Languages: English, Hindi

EXTRAS

Freelance Illustrator and Graphic Designer, Various Clients

Global, 2017 – Present

- On a freelance basis, I have continued to work as a designer with a variety of clients on product skins, menus, posters, invitations, booklets etc outside of my work as a 3d artist.

Actor and Set Dresser, Various Student Films

Bournemouth University, 2021 – 2022

- Responsible for the look of indoor and outdoor sets; Sourced props and costumes; Handling of cameras and equipment; Retouching between takes; Gained experience on live action set;

*Open to Relocation