

ADITYA HEGADE

LEAD 3D GENERALIST | PROJECT MANAGER |
PIPELINE DEVELOPER | TECHNICAL SUPERVISOR

Phone

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Email

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Portfolio

adisage.com/portfolio/

SKILLS

3D Designer

Technical Artist

Project Manager

Pipeline Developer

Programmer

SOFTWARES

Blender

After Effects

Python

Da Vinci Resolve

Javascript

HTML / CSS

ABOUT ME

I'm a seasoned 3D artist with over six years of experience in Blender. I have successfully collaborated with clients and teams to craft visually stunning content that captures attention and imagination. My portfolio spans a diverse array of projects, from short films and TV commercials to promotional and educational videos for kids.

As a self-taught developer, I've also mastered the art of streamlining workflows. I create custom scripts and addons for Blender (Python), significantly boosting the efficiency of our production pipeline.

For me, It's not just about making art—it's about making the process smarter, faster, and more creative along the way.

WORK EXPERIENCE

July 2024 -Present

TECHNICAL ARTIST

Motion PhilmCGI, Pune

- Transitioning existing Maya pipeline to Blender
- Ensuring smooth transitioning of existing Maya artists to Blender
- Developing and maintaining in-house production tools for automated workflows
- Technical troubleshooting for Art team
- POC between the art and tech teams
- Setting production schedule and ensuring timely deliveries

Dec 2023 -May 2024

6 months

LEAD 3D GENERALIST / PIPELINE DEVELOPER

Darashan, Hyderabad

- 3D Character Rigging, Layouting, Shading, Lighting and Rendering in Blender and Compositing in After Effects
- Leading the 3D Animation Production team
- Conceptualizing and overseeing project execution
- POC between the production, content and app development teams
- Setting production schedule and ensuring timely deliveries
- Tracking artists' productivity
- Developing and maintaining in-house production tools for automated workflows

HOBBIES

Storytelling

Poetry

Reading

Following AI Research

Psychology

Traveling

REFERENCE

Sparsh Gurha

Founder & CEO at Darashan

linkedin.com/in/sparshgurha/

Swarup Deb

Co-founder & Director at Girgit Studios

linkedin.com/in/swarup-deb-2a297b5/

Sarath Menon

Creative Director at Crab Network

linkedin.com/in/sarath-menon-mb

WORK EXPERIENCE

Jan 2022 -July 2023

1 year 6 months

3D ARTIST / TEAM LEAD

Byju's Think and Learn, Bangalore

- 3D Layout, Animation, Lighting, Rendering in Blender
- Conceptualizing and overseeing project execution
- POC between the production and content teams
- Setting production schedule and ensuring timely deliveries
- Tracking artists' productivity
- Developing custom tools for automated workflows

May 2018 -May 2021 3 years

3D ARTIST / TECHNICAL SUPERVISOR

Girgit Studios, Pune

- 3D Generalist in Blender
 - 3D Compositor in After Effects
- Supervising various kinds of projects including short films,
 TV Commercials and promotional videos
- Developing and maintaining in-house production tools
- Designing customized workflows based on project requirements

Sept 2017 -April 2018 8 months

3D LIGHTING ARTIST

Tata Elxsi VCL, Mumbai

- 3D Lighting Artist in Autodesk Maya
- Developing in-house MEL scripts for speeding up production workflows

ACHIEVEMENTS

Mar 2022	Earned a Rockstar Rookie Award at Byju's
	for showing exemplary performance in the first month of joining.

Sep 2021 Pahal wins a Silver at Digicon 6

A short film created by Girgit Studios, under my technical

supervision, won a Silver award at Digicon 6.

Jan 2018 Appreciation and Reward at Tata Elxsi

for developing and updating in-house production tools leading to 20-25% rise in per-day productivity of the team.

Oct 2017 MAMI Young Critics Lab, Mumbai

Among the top 15 finalists selected from a pan-India competition.

Mar 2017 Sync Error nominated at FICCI Frames BAF

Degree Film was nominated as the Best VFX Short Film (Student Category).

EDUCATION

2013 - 2016 B.SC. IN DIGITAL ANIMATION FILM MAKING

Reliance BIG AIMS, Pune