

Ash Birlangi

3D Artist

ABOUT ME

- Looking for a 3D Artist/Generalist or Look Dev Artist role.
- Looking for fully remote or hybrid role

SOFTWARE

- Maya
- Zbrush
- Substance Painter
- Photoshop
- Wrap3d/Faceform
- Unreal Engine

SKILLS

- Exceptional drawing ability
- Strong sense of composition and layout
- Comprehensive knowledge of 3D modeling and rigging in Maya
- Extensive experience with texturing in Mari, Photoshop and Substance Painter.
- Experience in making substance designer materials
- Coherent Understanding of sculpting in Zbrush
- Experience with creating PBR materials.
- Aware of new technologies and time-saving techniques.
- Adaptable to new styles
- Excellent communicator.
- Persistent in the development of new skills and learning new software.

Ash Birlangi

3D Artist

ashbirlangi.com

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EXPERIENCE

3D GENERALIST

Nike Inc.

Oct.2021-Mar.2026

- Cleaned up and processed raw 3D scan data for the creation of Avatars
- Used wrap3d Retopologized models for rigging and animation purposes
- Sculpted 3D Avatars to precise measurement requirements
- Created precise 3D Avatars from dimensional measurements and photographic references
- Created 3d turn-around animations of avatars
- Used Wrap3d, and houdini to batch process avatars for posing and clean up

3D ARTIST

Twindom Inc.

Feb.2020-Oct. 2021

- Responsibilities included retouching photogrammetry-based 3D scans of humans and animals to look beautiful and physically accurate
- Reviewed and critiqued 3D scan retouching work done by off-site artists from around the globe and communicating with artists
- Created a workflow to take 3d scanned faces and anonymize 1000's of human faces
- Workflow involved Sculpting faces in zbrush, texture painting facial features in Photoshop and Substance Painter, and rendering in Maya.

3D GENERALIST

Apple Inc.

July.2020-Mar. 2021

- Cleaned up and processed raw 3D scan data
- Used Proprietary tools to Annotate and label 3D data
- Performed QA of Annotated data
- Created precise 3D models from dimensional measurements and photographic references

DIGITAL ASSET INTERN

Lucasfilm Animation

Sept. 2018- April.2019

- Responsible for cleaning up models and making rigs for previs which included Characters, Props, Vehicles and Sets.
- Organized a process to convert old assets to be ready to render in Arnold.
- Explored and experimented time saving rigging processes for previsualization.
- Tested out multiple lighting rigs in Arnold for proper turn-arounds

EDUCATION

BACHELOR OF APPLIED SCIENCE, ANIMATION AND VISUAL EFFECTS

SAE Expression College, Emeryville, California

August 2018