

Nikitha Abraham

3D Modeler

Passionate 3D modeler skilled in creating captivating characters and immersive environments. Expertise in end-to-end 3D asset creation, including modeling, texturing, lighting, and look development. Eager to transition to the gaming industry, bringing a keen eye for detail and proficiency in industry-standard software. Recognized for academic excellence and delivering high-quality results.

✉ nikitha281099@gmail.com

📍 Toronto, Canada

🌐 [linkedin.com/in/nikithaabraham](https://www.linkedin.com/in/nikithaabraham)

📞 281-881-182

🌐 www.nikithaabraham.com/

Website passwords:

- 'Growing Pains' page: **gp_SCAD2022**

- How Book' project under '3D Models': **hb_2022**

CORE COMPETENCIES

Software

Autodesk Maya, Zbrush, Adobe Suite (Photoshop, After Effects, Illustrator, Substance Painter, InDesign, Premier), Houdini, Nuke, Microsoft Office (Word, PowerPoint, Excel, Publisher)

Technical

CG Modeling, CG Lighting, CG Look Development, Video Editing, Compositing, Illustration, Painting, Drawing, Motion Media

Professional

Adaptability, Collaboration, Time Management, Work Ethic

PROFESSIONAL EXPERIENCE

Motion Media Artist and Video Editor

Unthink Inc

01/2023 - Present

A creator commerce platform that enables brands to reach their audience on various sites through virtual pop-up stores curated by an expert web3 community.

Remote

Achievements/Tasks

- Enhanced product visibility, engagement, and user experience by creating two compelling promotional videos for the company's AI product. Leveraged motion media and limited animation techniques that resulted in a 30% increase in website traffic, user conversions and streamlining of user interactions.
- Created and edited four instructional videos that increased the onboarding of new users by 10% and were instrumental in investor meetings.

Contact : Tina Mani - tinamani@unthink.ai

3D Modeler

Blue Logic Digital

11/2022 - 01/2023

Enables brands to grow and differentiate themselves by addressing technology adoption concerns regarding "How, What, Why, Where, When".

Remote

Achievements/Tasks

- Led the end-to-end production of a 3D replica of the client's new whole chicken packaging, completing all tasks, including modeling, texturing, lighting, and dynamic animation. The resulting promotional video showcased the enticing design, significantly enhancing the product's market appeal and generating a 5% rise in consumer interest.

Contact : Sanjay Carvahlo - sanjay.c@candidonlinemarketing.com

Motion Media Artist and Video Editor

Maya and Mosha

10/2022 - 11/2022

A holistic Language and Culture learning hub that aims to connect children all over the world to their roots, culture and mother tongue in a fun and gamified way.

Remote

Achievements/Tasks

- Designed a captivating promotional video showcasing the app's new set of upcoming Indian regional language classes. The video was strategically created for sharing on their social media pages, resulting in a 50% user base expansion by generating significant interest and engagement among the target audience.

Contact : Prachi Dixit - prachi.dixit@mayandmosha.com

PROFESSIONAL EXPERIENCE

Graphic Designer, Motion Media Artist and Video Editor LOCy (Ladies of Crypto)

10/2022 - 11/2022

Remote

Aims to make Learning fun, Building easier, and Leading possible for women and non-binary populations in the Web3 community.

Achievements/Tasks

- Designed engaging leaderboard graphics to keep participants updated on the current stats of the company's NFT art competition, empowering women to join the Web3 community.
- Created an engaging end-of-competition video that fostered community and recognition. The video generated a 5% increase in user interest and communications with the company, as measured by social media engagement, and received positive feedback from the LOCy community.

Contact : Deepti Dutt - deeptidutt@gmail.com

ACADEMIC PROJECTS

Head Lighter and Look Dev Artist in 'Growing Pains': SCAD Senior Capstone Film Collaboration (06/2021 - 05/2022)

- Led the establishment and guidance of the film's lighting and look development pipeline using Artineering's MNPRX Maya plugin.
- Set dressed key environments, and base lit all environment setups, providing renders for half the film.
- Assisted in troubleshooting technical challenges throughout production.
- Contributed concept designs for background props, modeled one of the core characters and some background props, and textured the classroom environment.

3D Modeler and Texture Artist in 'The How Book': SCAD Animation Studios Production (02/2022 - 03/2022)

- Utilized modeling and texturing skills to create two stylistic 3D background props for the film's production, purposefully designed to emulate a flat 2D appearance.

Project Leader for the SCAD Wayfinding Project Collaboration with the City of Mobile, Alabama (01/2021 - 03/2021)

- Collaborated with the city of Mobile, Alabama, conducting extensive research on its history and culture to develop concepts for a unique tourism experience through wayfinding.
- Managed and organized meeting documents and minutes, facilitated team meetings, and handled communications with the client and project supervisors. These efforts resulted in reduced meeting preparation time, a 50% increase in decision-making processes, and timely explorations of wayfinding solutions.

ACHIEVEMENTS

SCAD Dean's List of Honors (11/2018 - 06/2022)

Earned a position in the Dean's list of Honors for achieving a GPA higher than 3.5 during a quarter term. This recognition highlights exceptional academic performance and serves as a testament to dedication, diligence, and a commitment to excellence.

UWC Davis World Scholarship Program (09/2018 - 05/2022)

Received Davis UWC Scholarship as a Mahindra United World College graduate. This prestigious scholarship provides need-based financial support for undergraduate education at selected U.S. institutions, recognizing achievements and promoting global understanding.

EDUCATION

Bachelor of Fine Arts in Animation Savannah College of Art and Design

09/2018 - 06/2022

Savannah, GA, USA - 3.94 GPA (Summa Cum Laude)