

# RHYTHM GANDHI

(Blackfang Wolf™)

3D Generalist/Art Director/Unreal

Authorized Trainer



bfangwolf@gmail.com



+91-9654266915



<https://bfangwolf.wixsite.com/blackfangwolf>



<https://www.linkedin.com/in/blackfangwolf/>



<https://www.imdb.com/name/nm14424193/>

## Objective

*Accomplished 3D Generalist with over 8 years of experience in creating high-quality 3D models, textures, animations, and technical effects for various industries. Seeking to leverage my comprehensive skill set and creative problem-solving abilities in a dynamic environment to contribute to innovative projects and drive visual excellence.*

## Summary.

- **Board of Director** at Visual Effects Society – Toronto.
- **Community Ambassador** for Unreal Engine in India, organized nationwide events for Epic Games.
- Former **Brand Ambassador** for 3D Connexion in India, promoting the SpaceMouse.
- Freelanced under the pseudonym 'Blackfang Wolf™', managing multiple clients with an **entrepreneurial approach**.
- Strong **organizational** and **planning skills** with keen **Attention to Detail**.
- Highly **motivated, ambitious, and hardworking**.
- Skilled in **problem-solving** and **team management**.
- Thrives **under pressure**.

## Technical Skill Set

3D Tools	Maya, Zbrush, E-On Vue, World Machine, Marvelous Designer, Speedtree, Blender, DAZ Studio, Iclone, Houdini
Texturing Tools	Substance Designer, Substance Painter, Megascan Studio, Mari
2D Tools	Photoshop, Krita, Illustrator
Editing Tools	Premiere Pro, After Effects, Da Vinci Resolve, FL Studio, Avid Pro Tools
Game Engines	Unreal Engine, Unity, Crytek
Operating System	Windows, Macintosh, Linux
Languages (Intermediate)	C++, Python, Unity C#
Simulation Tools	X-Gen, Shave & a haircut, Realflow, Fume-FX
Render Engines	Arnold, Redshift, Renderman, V-Ray, Mental Ray
Virtual Production	Ndisplay, ICFVFX

## Education

**Virtual Reality Production** – Conestoga College, Ontario, Canada

**Bachelor's in Animation and Filmmaking** – Lovely Professional University, India

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## Work Experience

### Dark Slope Studio

*(Cg Generalist/ Unreal Engine Operator) (Mar' 2024 – Present)*

CG Generalist committed to work on various shows, advertisement and films. Working on set to create digital environment, Digi doubles and props as per the requirement. Working on gaussian splats to combine scanned data with 3D in Unreal Engine. Technical aspects include making blueprints for enhanced workflow. Operate the LED volume using optitrack and Unreal engine for seamless camera sync (Arri, RED, Sony) with the engine. Part of the job include research and development on AI using various tools and resources to effectively integrate into films and shows.

### Pixomondo

*(Virtual production tech) (Oct' 2024 – Jan' 2025)*

Virtual Production technician worked on maintenance and refinement of stage making sure about the flawless work on optitrack cameras. Worked as an unreal engine operator during live on set shoots and assisted in making complex shaders for the environment.

### Green Rain Studio

*(Unreal Engine Generalist) (Mar' 2021 – May 2024)*

3D Generalist and Unreal Engine instructor with excellent performance record on assigned projects ranging from films, games and Interactive experiences.

- Experienced in world building and character creation for the assigned projects.
- Credited in multiple Netflix shows namely – Yu Yu Hakusho and Zom100.
- Trained both national and international studios on Unreal Engine.
- Experienced VAD artist working on virtual production sets with LED screens and In-Camera VFX.

Uncredited works under production.

### WorldTech Games Pvt. Ltd.

*(3D Generalist/Cinematic Artist) (Dec' 2020 – Nov' 2021)*

3D generalist committed to create environment and cinematics for the game.

- Experienced 3D Generalist skilled in creating environments and characters, directing and shooting scenes, and troubleshooting production pipeline issues.
- Proficient in world layouts, virtual production tools, and in-engine cinematics. Collaborated closely with art director and storyboard artists to deliver high-impact game cinematics, while also guiding and mentoring junior artists.

*Also worked at Aavara Productions, Keywords Studios, Cooked People Media and TOD Labs.*

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## Achievements & Honors

- *Runner-up at CG Society Challenge 2015 THU Tribe*

<https://www.artstation.com/artwork/Ev954>

- *Unreal Authorized Instructor Partner for Epic Games*

<https://www.credential.net/071516e3-ddf9-43a3-972b-31af9a0119b4>

- *Distinguished Speaker at Asifa India*
- *Board of Director - VES Toronto*