

Nischitha Dandamudi

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TECHNICAL SKILLS

Software Toolkit: Autodesk Maya, ZBrush, Substance Painter, Adobe Photoshop, Illustrator, After Effects, SketchUp, AutoCAD, V-Ray, Lumion, Marmoset Toolbag.

Visual Development & Pre-Production: Environment & Set Design, Prop Design, Storyboarding, Composition & Layout, Color Keys, Digital Painting, Architectural Scale & Perspective.

3D Production & Technical Pipeline: Hard Surface Modeling, Character & Prop Rigging, Joint Hierarchies, Blendshapes, Keyframe Animation, Body Mechanics, High-to-Low Poly Retopology, and PBR Texturing.

EDUCATION

- Savannah College Of Art And Design, Savannah, GA** Sep 2024 - May 2026
Master's of Arts in Animation (Specialized in Character Animation)
Relevant Coursework: 3D Naturalistic Character Animation, 3D Cartoon Character Animation, Rigging, Animation Pre-Production pipeline, Advanced Motion Techniques, Digital Sculpting for Games.
- Jawaharlal Nehru Architecture and Fine Arts University, Hyderabad, India** Jun 2013 – Jun 2018
Bachelor of Architecture (B.Arch.)

PROFESSIONAL EXPERIENCE

- Graphic Designer & Motion Designer (Promoted) - GoCinq Pvt. Limited, Hyderabad, India** Apr 2023 – Apr 2024
- Generated over 15 distinct promotional motion graphics weekly, leveraging After Effects for precise asset movement control.
 - Developed high-impact visual layouts and background assets, translating abstract creative briefs into clear, narrative-driven concept designs that increased asset reusability by 30%.
 - Initiated the creation of essential template assets in Illustrator and After Effects, directly contributing to a 15% faster overall production timeline for project deliverables.
 - Shaped mascot and environment assets through iterative refinement, strictly adhering to directorial feedback and style guides, completing 15+ asset revisions weekly.
- Architectural Concept Designer & Renderer - Multiple Architectural Firms, Hyderabad, India** Nov 2020 – Oct 2022
- Designed intricate environmental layouts and high-fidelity 3D structural models, establishing physical logic, perspective, and accurate real-world scale.
 - Composed environments using SketchUp, V-Ray, and Lumion, simulating cinematic lighting behaviors, material properties, and atmospheric depth across 15+ client projects.
 - Built structurally sound 3D environment blueprints, ensuring the spatial layouts left clear, logical paths for staging and camera movement.

PROJECTS

- 3D Animator (M.A. Animation Final Project), SCAD, Savannah, GA** Mar 2026 - May 2026
- Conceptualized the original story concept and directed the visual structure, creating the full sequential storyboards to establish the comedic pacing, timing, and cinematic layout.
 - Developed and animated a dialogue-free, stylized 3D character sequence, focusing entirely on body language, weight, and movement to convey high energy and deep emotion.
 - Animated physical mechanics including running, leaping, and rooftop traversal, optimizing character weight and timing by 20% through detailed video study.
 - Accelerated animation quality by integrating expert feedback on timing, posing, and camera composition, addressing the three biggest causes of visual incoherence.
- 3D Animator and Environment/Prop Artist (Fool For a Day Short Film), , SCAD, Savannah, GA** Jan 2026 - Mar 2026
- Designed, modeled, and UV unwrapped the complete structural layout of an "Outer Space Bizarre World" in Maya, using an architectural eye for scale to maximize usable space for character performance.
 - Concepted and modeled the central "Control Panel" mechanical asset, delivering a clean, production-ready 3D model optimized for close-up framing and performance interactions.
 - Executed 3D character animation focusing on comedic timing, exaggerated weight, and clean physical poses.