ARYAN
SACHDEVA
MOTION DESINGER

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Professional Experience

The Mill

FX Artist | Los Angeles, California   June 2022 - Present
- Worked with clients like Apple, Google, Bungie, and Electronic Arts to create advertisements and product videos.
- Created pipeline tools to streamline production.
- Helped concept initial ideas and look development for projects.

Honor Education, Et Al

UI/UX Prototype Designer | San Francisco, California   June 2022 - Present
- Responsible for designing the Group Reactions UI for the Learning App.
- Collaborated with developers to work on experimental features and adding motion elements.

Moving Pictures Company

Houdini FX Artist | Los Angeles, California   May 2021 - October 2021
- Developed high end FX assets and presets to be used in production.
- Collaborated with my peers in Academy@TheFocus to improve upon already existing assets.
- Got familiar with MPC's pipeline and review tools like Shotgun.
- Was responsible for producing photo real renders for dailies according to the given references.

Skills

Language: Tri-Literate in English, Hindi and Punjabi.

Software: Houdini, After Effects, Cinema 4D, Unreal Engine, Nuke, Maya, Redshift, Substance, Octane, Arnold, C++, Javascript, Processing and Python.

Education

Otis College of Art and Design
Bachelors of Fine Arts in Digital Media

Maya Academy of Advanced Cinematics
Certificate in Digital Content Creation

Honors and Awards

Graduated with Honors
Graduated with a Cummulative GPA of 3.75   May 2022

Dean's List
Achieved higher than 3.5 GPA in every semester of college.   2018-2022

Cybertronix
Co-Organizer   January 2017
Organized an Inter-School IT Fest in collaboration with my partner and our High School.
We were honored by our school as the event was a huge success with over 50 local schools participating.