





KALYAN KANDAGATLA

CG Generalist | Visual Effects Specialist

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 KalyanKumar

EXPERIENCE

CTO & Founder

Kubuni Creations | Sept 2018 – Present

- Founded and managed a creative agency delivering multimedia services such as VFX, web/app development, branding, and digital advertising.
- Directed 300+ projects globally, overseeing production workflows and client management, ensuring technical quality and creative innovation.

VFX Collaborator

SCADpro - Deloitte | Sept 2024 – Nov 2024

- Developed targeted micro-campaign strategies addressing vaccine hesitancy in collaboration with Deloitte.
- Conducted in-depth research, designed visual strategies, and co-created a detailed campaign guide, strengthening collaborative team and client communication skills.

VFX Mentor

International Academy of Computer Graphics (IACG) | Sept 2024 – Nov 2024

- Assisted professors in instructing undergraduate students on VFX principles, software skills, and troubleshooting in Nuke, Maya, and Houdini.
- Provided practical, hands-on mentoring, significantly enhancing student learning outcomes and software proficiency.

CG Generalist Intern

IACG Production | Sept 2024 – Nov 2024

- Worked on the Katai Camera product advertisement project.
- Contributed to 3D lighting, look development, and render outputs for website and branding visuals.
- Assisted senior artists with light setups, shader development, and rendering for client presentations.

PROJECT

MA PROJECT - Cinematic CG Sequence

Savannah College of Art & Design | January 2025 - March 2025

- Created a realistic and immersive VFX sequence inspired by The Witcher (S1E8), showcasing proficiency in fire FX, compositing, and environment integration.
- Leveraged live-action footage capture, matchmoving, 3D simulations, and compositing using Maya, Houdini, Nuke, and PFTrack, delivering cinematic-quality visuals.

Little Woods – Animated Series

Mentorship Production Project at IACG | Aug 2022 – Nov 2022

- Participated in production support during mentorship under IACG faculty.
- Assisted with lighting passes, environment look dev, and technical adjustments for an animated episodic series.
- Gained hands-on exposure to animation production workflows and render pipeline optimization.

EDUCATION

M.A. Visual Effects

Savannah College of Art & Design
June 2023 - March 2025

Bachelors of Multimedia

International Academy of Computer Graphics
June 2017 - March 2021

TECHNICAL SKILLS

Core VFX Skills

Dynamics & FX Simulation
Compositing & Integration
Matchmoving & Camera Tracking
Modeling & Texturing
Shader & Look Development
Real-Time Lighting & Rendering
Matte Painting & Environment Creation
Scene Assembly & Animation Setup

Programming & Scripting

Python HTML
MEL

Software

Autodesk Maya	Adobe Illustrator
Houdini	Adobe XD
Nuke	Substance 3D Painter
PFTrack	Unreal Engine
3D Equalizer	Figma
Adobe After Effects	Arnold Renderer
Adobe Photoshop	V-Ray Renderer
Adobe Premiere Pro	Redshift Renderer

PROFESSIONAL SKILLS

Creative & Design

Storyboarding & Previsualization
Brand & Logo Design
Video Editing & Motion Graphics
Web & App Development
UI/UX Design

Production & Management

Project & Client Management
Render & Pipeline Optimization
On-Set VFX Supervision
Research & Strategic Planning
Creative Problem Solving

Leadership & Mentorship

Team Leadership & Collaboration
VFX Instruction & Mentoring
Clear & Effective Communication
Client Relationship Management

