

KALYAN KANDAGATLA

CG Generalist | Visual Effects Specialist | Multimedia Designer

✉ Kandagatlakalyan@gmail.com

☎ +1 240-889-7010

🌐 www.KalyanKandagatla.com

in linkedin.com/in/kalyankandagatla

EXPERIENCE

LIGHTING ARTIST DRAKO VISUALFX STUDIO | MARCH 2025 - PRESENT

Akhanda 2 | Feature Film

- Created original cave-interior shots in Unreal Engine and set up the lighting to achieve a cinematic look with clear character readability.
- Refined the lighting to match creative direction and reference imagery, balancing contrast, depth, and mood shot by shot.
- Responded to review feedback quickly and delivered updated iterations on schedule.
- Resolved lighting issues and kept scene files clean and organized to ensure stable, consistent results.

Studio Projects | Lighting, CG Support, and Asset Development

- Worked on multiple projects, including Navab Cafe's lyric video, a production house banner, and game assets.
- In Maya, supported lighting/CG and kept scenes clean, organized, and easy to update.
- Used Photoshop to create and polish visuals to match each project's look.
- Finished editing in After Effects and Premiere Pro, delivering clean final exports.
- Managed version updates and quick fixes to keep everything consistent and sharp.

FOUNDER & CEO KUBUNI LLP | SEPT 2018 - PRESENT

- Delivered 200+ branding, Website, and VFX projects end-to-end from brief to final delivery keeping quality and timelines on track.
- Led a small team (design, edit, marketing) and set up task tracking, review rounds, and clean file standards to reduce rework.
- Served as the main client contact, turning goals into clear creative briefs and building strong repeat-client relationships.
- Oversaw and contributed to CG/VFX and motion work (logo animations, product visuals, cinematic posts), including look dev, lighting, and compositing as needed.
- Mentored juniors and interns with feedback on design, storytelling, and technical execution to reach production-ready quality.

CONTRACT DIGITAL ARTIST HUE PICTURES | NOV 2025 - DEC 2025

Raja Saab | Feature Film

- Joined the VFX team as a CG Generalist, jumping in during tight deadlines and heavy workloads.
- Built and updated production scenes imported assets, kept files clean, and maintained an organized setup.
- Tweaked lighting to match the plates and keep the look consistent across versions.
- Troubleshoot shot problems (broken setups, mismatched elements, technical glitches) and pushed fast, review-ready updates.
- Fixed render failures/heavy scenes, picked up lead notes quickly, ran QC, and handed off clean versions for finishing.

RESEARCH & STRATEGY SCADPRO - DELOITTE | SEPT 2024 - NOV 2024

- Studied vaccine hesitancy across U.S. communities to spot key behavior, trust, and communication barriers.
- Turned surveys, interviews, and secondary research into insights that shaped Deloitte's micro-campaign targeting.
- Helped build a digital micro-campaign, "How-To" playbook with audience profiles, messaging angles, and content guidelines.
- Created clear deliverables (reports, charts, slide decks) to share findings with Deloitte stakeholders and faculty.
- Presented recommendations with a cross-functional team and iterated fast based on feedback from Deloitte and SCAD mentors.

VFX MENTOR IACG | AUG 2022 - DEC 2022

- Mentored students in 3D, VFX, and compositing taking them from basics to production ready shots.
- Reviewed assignments and gave clear critiques on lighting, FX, and comp to improve realism and quality.
- Taught industry tools (Maya, Houdini, Nuke, Adobe Suite) with practical shortcuts and best practices.
- Supported student films/projects with shot planning, look development, and fast technical troubleshooting.
- Introduced studio pipelines, file management, and delivery standards to prepare students for real production workflows.

EDUCATION

M.A. VISUAL EFFECTS

Savannah College of Art & Design

Jan 2023 - March 2025

BACHELOR OF MULTIMEDIA

International Academy of Computer Graphics

June 2017 - March 2021

SKILLS

TOOLS

- Autodesk Maya
- SideFX Houdini
- Foundry Nuke
- Unreal Engine
- PTrack
- 3DEqualizer
- Silhouette
- Substance 3D Painter
- Blender
- ZBrush
- Adobe Photoshop
- Adobe After Effects
- Adobe Premiere Pro
- Adobe Media Encoder
- Adobe Illustrator
- Adobe InDesign
- Adobe Lightroom
- DaVinci Resolve
- Figma
- Adobe XD
- Adobe Animate
- Adobe Dreamweaver
- ComfyUI (AI)

RENDER ENGINES:

- Arnold
- Redshift
- V-Ray
- Karma
- RenderMan

PROGRAMMING & SCRIPTING

- Python
- MEL
- VEX
- OSL
- HTML

JR. CG GENERALIST

IACG | AUG 2021 - JULY 2022

- Supported a wide range of client and in-house work at IACG Production, including the Katai product (client), FX shots, game assets, and other CG/VFX deliverables.
- Assisted with 3D asset creation (modeling, texturing, lighting) under senior artist guidance, delivering production-ready assets.
- Handled lighting and look development in Maya and Unreal Engine, keeping scene files clean, organized, and easy to iterate.
- Contributed to shot production with set extensions, compositing preparation, and FX support based on project needs.
- Managed version control, updates, and quick fixes, maintaining consistent quality across iterations.
- Prepared final outputs for delivery using the correct formats, frame rates, codecs, and export settings while meeting pipeline deadlines.

PROJECTS

RAJA SAAB | FEATURE FILM

CG GENERALIST

HUE PICTURES | NOV 2025 - DEC 2025

- Delivered shot lighting and look development that matched creative references and kept the visuals clear and cinematic.
- Turned around review notes quickly while keeping the look consistent across every new version.

AKHANDA 2 | FEATURE FILM

LIGHTING & LOOK DEV

DRAKO VISUALFX STUDIO | SEPT 2025 - DEC 2025

- Supported CG, lighting, and FX work across shots/assets, keeping scenes clean, organized, and production-ready.
- Turned around fast fixes and updates under tight deadlines while keeping quality and consistency high.

M.A. PROJECT | CINEMATIC CG SEQUENCE (THE WITCHER-INSPIRED)

END-TO-END PRODUCTION

SCAD | JAN 2025 - MAR 2025

- Created a 10-second, three-shot cinematic that blended live-action footage with CG environments.
- Handled camera tracking, 3D layout, and asset building in Maya and PFTrack.
- Built fire, smoke, atmosphere FX in Houdini and composited the final shots in Nuke for realistic lighting, depth, and seamless integration.

LITTLE WOODS | ANIMATED SERIES

LIGHTING & LOOK DEV

IACG PRODUCTION | AUG 2022 - DEC 2022

- Supported episodic shots as a CG Generalist, jumping in on modeling, lighting, and rendering as needed.
- Followed studio workflows clean naming, organized files, and smooth handoffs to keep production moving.

KATAI CAMERA | PRODUCT COMMERCIAL

LIGHTING & LOOK DEV

IACG PRODUCTION | AUG 2021 - OCT 2021

- Led 3D lighting and look development for the Katai Camera, focusing on material definition, reflections, and overall product appeal.
- Refined shaders and render quality to produce polished, consistent, presentation-ready final images.

CG SKILLS

- CG Generalist
- Asset Creation
- 3D Modeling
- Environment
- Prop Modeling
- UV Mapping
- Retopology
- PBR Texturing
- Shading
- Lookdev
- Shot Lighting
- Rendering
- AOVs
- Compositing
- CG Integration
- Camera Tracking
- Matchmove
- Roto
- Keying
- FX Simulation (Pyro/Smoke/Fire • Fluids)
- Scene Assembly
- Set Dressing
- ACES
- Color Grade & Finishing
- Previs

PROFESSIONAL SKILLS

- Pipeline Discipline
- Naming/Versioning
- Shot Organization
- Quality Control
- Multi-shot Delivery
- Time Management
- Team Collaboration
- Cross-team Handoffs
- Client Communication
- Presentation
- Troubleshooting
- Project Coordination
- Documentation & Reporting
- Reference Research