

Sanika Godbole | Technical Direction | CG Generalist

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EDUCATION

Savannah College of Art and Design (SCAD) | BFA in Visual Effects | Sept 2023 - May 2026 | GPA 4.0

EXPERIENCE

Pipeline TD - Stone Lions Don't Roar (Student Film)

Jun 2025 - Present

- ◆ Developed a production ready pipeline tool, JADE, with Python & PyQt to automate folder creation and asset file version control for a team of 20 students
- ◆ Performed CG Generalist tasks including modeling, set dressing, FX, look development, lighting & rendering in Houdini Arnold

Digital Artist Intern - Oshkosh Corporation

Jun - Aug 2025 | Oshkosh, WI

- ◆ Automated shader translation in a command line KeyShot environment for 100+ photoreal materials
- ◆ Developed 2 robust Python tools to streamline 3D content transfer between V-Ray and KeyShot, improving workflow efficiency
- ◆ Lead VR product demonstrations in Unreal Engine for engineers, responding to feedback with iterations
- ◆ Produced models & photorealistic CG visualizations for trucks using existing CAD data

Student Researcher - Electronic Arts X SCAD

Oct 2025 | Savannah, GA

- ◆ Collaborated with EA to research new workflows to create concept art aligning with a predefined art style ensuring consistency across production
- ◆ Researched emerging AI tools including Vizcom, HP Ai Studio, & Claude, their implications, and ethical uses relating to the look development department

Technical Artist - Project Vroom (Student Film)

Sept 2025 - Present

- ◆ Developed procedural tools in Houdini to assist production and increase efficiency within a collaborative production pipeline
- ◆ Modeled and look developed key props in Maya and Zbrush, optimized for rigging and animation, aligning with the visual style needed for the student capstone film

Teaching Assistant - SCAD

Jan - May 2025 | Savannah, GA

- ◆ Supported professor in introductory animation classes teaching modeling, look development, & rendering
- ◆ Provided consistent technical aid including troubleshooting hardware and software for 40+ students

SOFTWARE

- ◆ Houdini
- ◆ Maya
- ◆ Unreal Engine
- ◆ Zbrush
- ◆ Nuke
- ◆ Substance 3D

RENDER ENGINES

- ◆ Arnold
- ◆ Karma
- ◆ Vray
- ◆ Keyshot

PIPELINE & SCRIPTING

- ◆ Python
- ◆ USD
- ◆ Linux
- ◆ Git
- ◆ Shotgun
- ◆ Perforce

RECOGNITION

- ◆ MAKE Thesis Grant
2025 1st Place Winner
- ◆ Deans List September
- Present