

Sanika Godbole | TD | CG Generalist

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EDUCATION

Savannah College of Art and Design (SCAD) | BFA in Visual Effects Summa Cum Laude - May 2026

EXPERIENCE

CG Intern - House of Parliament

Jun 2025 - Present | New York, NY

- ◆ Performed CG generalist tasks such as procedural modeling, photorealistic look development & lighting, and simulation as per project requirements
- ◆ Implemented client feedback in a timely manner, working under tight deadlines
- ◆ Worked with an iterative process in collaboration with a team of artists
- ◆ Clients include: 7up, CoffeeMate, American Family Insurance, Thomson Reuters

Pipeline TD - Stone Lions Don't Roar (Short)

Jun 2025 - May 2026 | Savannah, GA

- ◆ 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 demonstrations in UE 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

Teaching Assistant - SCAD

Jan - May 2025 | Savannah, GA

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

SOFTWARE

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

RENDER ENGINES

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

PIPELINE & SCRIPTING

- ◆ Python
- ◆ USD
- ◆ Linux
- ◆ Git
- ◆ Shotgrid
- ◆ Perforce

RECOGNITION

- ◆ MAKE Thesis Grant
2025 1st Place Winner
- ◆ Deans List September
2023 - Present