

DEVA SUMANRAJAN

VFX Artist | 3D Generalist | Environment Artist

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Professional Summary

Creative and highly skilled VFX Artist with strong expertise in 3D modeling, compositing, and environment creation. Experienced in Maya, Unreal Engine, ZBrush, Nuke, Houdini, After Effects, Mocha, Silhouette, Premiere Pro, DaVinci Resolve, and Photoshop.

Skills

- 3D Modeling (Maya, ZBrush)
- Unreal Engine Environments
- Compositing (Nuke, After Effects)
- Houdini FX (Basics)
- Tracking (Mocha, 3DEqualizer)
- Video Editing (Premiere Pro)
- Color Grading (DaVinci Resolve)
- Photoshop & Creative Design

Experience

Freelance VFX Artist (2020–Present)

- Created 3D environments and stylized cinematic sequences.
- Delivered VFX shots using Maya, Unreal, Nuke, Houdini, and After Effects.

Graphic Designer – Creative Studio (2018–2019)

- Designed visual narratives, posters, and video-based storytelling content.

MAAC 24FPS Short Film – VFX Contributor

- Contributed to VFX/CG tasks for short film production.

Education

ADVFX Course – MAAC (2021 – 2024)

Projects

- Unreal Engine Environment Showcase
- VFX Reels & Cinematic Shots
- Portfolio: pixeldeva.com

Software

Maya • Unreal Engine • ZBrush • Nuke • Houdini • AE • PR • PS • Silhouette • Mocha • DaVinci • 3DEqualizer

Languages

English, Tamil