

RITU CHAWLA

3D Animator | Modeler | Visual Storyteller

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🌐 rituchawla.in

PROFILE

3D Artist with skills in character modeling, environment creation, and cinematic animation. Proficient in Maya, Blender, and Unreal Engine, delivering polished, production-ready assets and visually compelling storytelling for animation and CGI pipelines.

EDUCATION

- GIs institute of design 2022 - 2026
Bachelor in Design (Animation)
 - S.M. Patel institute of commerce 2020 - 2023
Bachelor of Commerce (Honors)
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WORK EXPERIENCE

Folks Vfx

3D Animator Intern

- Optimized 3D and VFX production workflows using industry-standard tools such as Maya, Blender and Nuke, ensuring high-quality visuals, efficient rendering, and seamless integration with live-action footage.
- Gained practical experience across the VFX pipeline, including compositing, rotoscoping, camera tracking, match-moving and CGI integration, while adhering to studio workflow and production standards.

Peachwork Creation

Freelancer (3d Artist)

- Designed, modeled, and sculpted high-quality 3D character assets in Autodesk Maya, achieving clean topology, accurate proportions, optimized geometry and stylized visual detail.
 - Delivered complete end-to-end character development, including concept interpretation, 3D modeling, texturing, shading, and final rendering, while consistently meeting project deadlines and production pipeline standards.
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SKILLS

- Autodesk Maya, Blender, ZBrush, Mari, Substance Painter, Nuke, Adobe After Effects, Photoshop, Illustrator, Premiere Pro, Fresco, Adobe Animate and Procreate for 3D modeling, texturing, compositing, motion graphics, and digital illustration.
- strengths in Project management, public relations, teamwork, time management, leadership and creative problem-solving.