

AISHWARYA PEARALA

3D Asset & Environment Artist | Film · AR/VR · Real-Time Applications

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PROFILE

3D Asset & Environment Artist with 8 years of experience across Hollywood film production, Amazon AR/VR, and real-time applications. Credits include *The Croods 2* (DreamWorks/Technicolor) and hard-surface asset development for Amazon's AR/VR platform. Core strengths in 3D modeling, sculpting, high-to-low poly workflows, and PBR texturing. Permanent resident of Canada, fully authorized to work. Open to hybrid roles across the GTA and remote roles across Canada and the US.

TECHNICAL SKILLS

3D Software	Maya, ZBrush, Blender
Texturing	Substance Painter, Photoshop, PBR Workflows, UV Unwrapping
Rendering	Unreal Engine, Real-Time & Photorealistic Rendering
2D & Concept	Procreate, Traditional & Digital Illustration
Core Skills	Hard Surface & Organic Modeling, Retopology, High/Low-Poly

PROFESSIONAL EXPERIENCE

Freelance 3D Asset & Environment Artist May 2021 – Present
Self-Employed · Canada · Remote

- Commission work for 3D props and models, clients reach out through LinkedIn and ArtStation for per-project deliveries across prop modeling and environment art
- Full pipeline delivery: ZBrush sculpting, Maya retopology, Substance Painter texturing, and Unreal Engine delivery
- This period overlapped with relocation from the US to Canada and permanent residency process, now fully authorized to work as a permanent resident of Canada

Senior 3D Artist Nov 2020 – Apr 2021
Elorce Technologies · Hyderabad, India · Remote

- Led a team of 4 artists and a programmer to deliver 3D models for a government AR/VR project, managing timelines and quality across the team
- Oversaw critical pipeline tasks including UV unwrapping, texturing, and lighting across multiple complex assets
- Acted as the primary point of contact between the art team and project leads, ensuring deliverables met technical and creative requirements

3D Artist May 2020 – Oct 2020
Technicolor Animation Productions · Bengaluru, India · Hybrid

- Contributed to *The Croods 2: The New Age* (DreamWorks Animation / Universal Pictures) as part of the environment and props asset team

- Developed environment assets, foliage, and props working from art direction briefs to match the established visual style of the production
- Applied advanced PBR texturing techniques to create cinematic-quality surfaces across organic and inorganic assets
- Worked within a large-scale professional VFX studio pipeline, collaborating across departments to meet strict production deadlines

3D Artist

Jul 2018 – Apr 2020

Amazon · Hyderabad, India · On-site

- Created hard-surface 3D assets and textures for Amazon's AR/VR real-time applications and photorealistic rendering pipelines
- Worked across the full asset lifecycle, modeling, UV unwrapping, texturing, and delivery within real-time engine environments
- Consistently delivered assets meeting tight quality and polygon count requirements for real-time performance
- Recognized as Employee of the Month for exceeding client satisfaction targets

Junior 3D Graphic Technician

Jun 2016 – Jun 2018

Cyient Ltd · Hyderabad, India · On-site

- Modeled 3D landmarks, stadiums, buildings and infrastructure for the TomTom navigation system used by millions globally
- Built accurate, optimized low-poly models from real-world reference data for use in real-time map rendering

EDUCATION

B.A. in 3D Animation

2010 – 2013

Indira Gandhi National Open University (IGNOU) · India

- Published twice in Animation Reporter Magazine as a 2D Artist
- Specialized in 3D Modeling and 3D Texturing

Portfolio: aishwarya-pearala.com · ArtStation: aishpearala.artstation.com · LinkedIn: linkedin.com/in/aishwarya-pearala-806358159