

# Nidhi Jallepally

FX Artist / CG Generalist

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## EDUCATION

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**Savannah College of Art and Design**

BFA in Visual Effects

*September 2022 - May 2026 | Savannah, GA*

## EXPERIENCE

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**Autodesk - Autodesk Design and Make Ambassador**

*January 2025 - November 2025 | Remote*

- Attended presentations with speakers from the Media and Entertainment, Engineering, and Architecture industries
- Assisted with Autodesk events at SCAD, including industry speaker presentations and student networking sessions

**Sandbox VR - Guest Experience Guide**

*June 2024 - September 2024 | San Ramon, CA*

- Assisted guests with motion capture trackers, headsets, and gear
- Helped create bookings and supervised VR game rooms

**Safari Kid - Tutor**

*August 2022 - September 2022 | Pleasanton, CA*

- Tutored elementary school students in English, math, and science
- Planned sessions and individually worked with small groups of students

## PROJECTS

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**SCAD x Harbor x ETC - FX Artist**

*January 2026 - March 2026 | Savannah, GA*

- Weekly presentations with Harbor Picture Company and Electrical Theatre Collective mentors
- Collaborated with a team of 5 over 10 weeks to create a mock commercial

**SCAD Capstone Film “Stone Lions Don’t Roar” - Effects Lead**

*June 2025 - Present | Savannah, GA*

- Explored stylized effects with fire, water, and foliage, to match the painterly style of the film
- Created guides and breakdowns to maintain a consistent style with various effects and multiple artists
- Helped set up and maintain the organization of a USD pipeline in Houdini

**SCAD Pro x Electronic Arts - Student Researcher**

*October 2025 | Savannah, GA*

- Two-week collaborative project to explore a proposal given by Electronic Arts
- Researched solutions involving AI tools to speed up aspects of production, including concept art, look development, and modeling, with the emphasis on maintaining artist involvement in the process

**SCAD Animation Studios Film “Inkwashed” - Effects Artist/ Modeler** *September 2024 - May 2025 | Savannah, GA*

- Year-long collaborative animated film
- Responsible for destruction effects, crowd simulations, and prop modeling
- Collaborated with a remote team at SCAD’s Atlanta campus

## VOLUNTEER EXPERIENCE

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**SIGGRAPH 2025 - Student Volunteer**

*August 2025 | Vancouver, BC*

- Assisted with the conference by monitoring passes, directing guests, and providing help to speakers and exhibitors
- Gained exposure to cutting-edge technology and gained insight from industry professionals

## SOFTWARE

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Houdini, Maya, Nuke, Substance Painter, Unreal Engine, Python, VEX, Linux, Windows