

MAHADEV VIPIN

UNREAL ARTIST | ENVIRONMENT & CINEMATICS

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[LinkedIn](#) | [Portfolio](#) | [Latest Work](#)

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PROFILE

Creative and technically driven Unreal Artist with a Master's in Visual Effects from the University of the Arts London. Specializing in real-time environment creation, cinematic storytelling, and interactive workflows using Unreal Engine. Passionate about building immersive worlds and dynamic scenes for games, films, and virtual production.

Currently seeking opportunities in environment designs, cinematics, or real-time VFX.

EDUCATION

- **Master's in Visual Effects**
University of the Arts London, 2023-2024 | Distinction / Grade A+
- **Bachelor of Arts in Multimedia**
St Thomas College, India, 2020-2023 | CGPA : 7.5

EXPERIENCE

- **Freelance Unreal Artist**
December 2024 – Present
- **Sales Consultant, Swarovski Brent Cross**
August 2024 – Present
- **Student Representative,**
London College of Communication
July 2024 – December 2024

PROJECTS

- **SAILS OF DESTINY**
3D Short Film using Motion Capture and Facial Capture, which was done individually from pre-production to post-production as part of my Final Major Project at UAL. Showcased to the public and industry professionals during the LCC Graduate Showcase 2025.
<https://vimeo.com/1035224824>
- **PROJECT TERRA**
Short film combining 3D environments in UE5 and Maya, with CG Integration and compositing in Nuke and After Effects, which was completed individually from pre-production to post-production as a project at UAL.
<https://youtu.be/r7jJaUlzJCw>

*MORE AVAILABLE UPON REQUEST

SOFTWARE

-Unreal Engine	-Substance Painter
-Metahumans	-Photoshop
-Maya	-Premiere Pro
-Gaea	-Livelihood Facial Capture
-After Effects	-Motion Capture
-Nuke	-ZBrush
-3DE	-Houdini

SKILLS

-Environment Design	-UV Unwrapping
-3D Modelling	-Lighting
-3D Animation	-Post-Process
-Motion Capture	-Niagara System Particles
-Facial Capture	-Unreal Blueprints
-Mocap Retargetting	-Realtime Rendering
-Texturing	-LookDev
-Material Creation	-Debugging & Problem Solving

CERTIFICATES

- **Make Short Films in Unreal Engine 5 with Metahumans**
UDEMY | August 2024
- **Adobe After Effects CC 2025 Bootcamp : Beginner to Advanced**
UDEMY | August 2024

AWARDS

- **Finalist for Best Animated Film – General Category**
Collision Awards, 2025 | *Final Voting ongoing
- **Contender for Rookie Awards 2025**
The Rookies, 2025 | *In consideration (Selection ongoing)
- **Contender for Best Animated Short Film**
Student Academy Awards, 2025 | *In consideration (Selection ongoing)
- **Contender for Best Animated Short Film**
Bucheon International Animation Festival, 2025 | *In consideration (Selection ongoing)
- **Contender for Best Animated Short Film**
Animex Screen Festival, 2025 | *In consideration (Selection ongoing)
- **Contender for Best Animated Short Film**
Cardiff Animation Festival, 2025 | *In consideration (Selection ongoing)