

CONTACT

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RIGGING

Body IK/FK rigs · Facial rigs · Blendshapes · Game-ready rigs · Rokoko mocap rigs · Maya → Unreal

GENERATIVE AI

Kling · Veo 3 · Seedance · Nano Banana · Higgsfield · Magnific · Google AI Studio · ComfyUI · ElevenLabs · Suno · AI storytelling

3D & POST

Maya · Blender · Unreal Engine · Substance Painter · Marvelous Designer · Character Creator · Arnold · Premiere Pro · After Effects · Photoshop

EDUCATION

Diploma, VFX Film Making
MAAC, Delhi · 2021–2024

B.A. Programme
University of Delhi · 2021

CERTIFICATIONS

Autodesk Maya Certified User
Autodesk

Prompt to Pixels: Gen-AI Trailer Making
Pocket FM

LANGUAGES

Hindi (native) · English · Bengali

Sumit Das

3D Rigging Artist & Generative AI Artist

> 3D rigging artist with 3+ years of production experience, from freelance work through two studios in Noida. I build production-ready character rigs in Maya and Blender, including facial blendshapes and Rokoko mocap rigs, for Unreal Engine. I also make generative-AI videos, trailers and story content end to end, including the edit, voice and music.

EXPERIENCE

Freelance 3D & Generative AI Artist — 04/2026 – Present
NIX Studio · nixwhatever.com · Remote

- Produce cinematic AI product films and social ads end to end: concept, shot direction, generation, edit and sound.
- Design and build mobile-first business websites and AI product imagery for brands.
- Run an AI-tools content channel and the WhateverX Music AI music channel.

3D Artist — Rigging & Gen-AI — 10/2025 – 03/2026
AVGC Studios · Noida · Full-time

- Built advanced Maya character rigs and facial rigs for animation, compatible with Unreal Engine.
- Produced AI videos for rhymes, Pocket FM stories and cinematic scenes with Nano Banana, Kling, Seedance, Veo 3, Magnific, Higgsfield and Google AI Studio.
- Edited AI cinematic videos, compiling dialogue and songs from ElevenLabs and Suno AI.

3D Rigging & Animation Artist — 06/2024 – 09/2025
AVTF Technology · Noida · VYUG hyper-realistic metaverse

- Lead rigger for all 3D characters, creatures and animals on the project.
- Built Maya rigs with facial blendshapes for Unreal Engine, including Ramayana characters animated in Unreal.
- Built Rokoko suit-compatible rigs in Blender, plus Unreal Blueprints for live, real-time characters.
- Fixed Maya-to-Unreal animation pipeline issues. Delivered every task on or before its deadline.

3D Generalist & Rigging Artist — 04/2023 – 06/2024
Freelance · Delhi

- Built character and facial rigs in Maya for animation and Unreal Engine.
- Modelled and textured optimised, low-poly game-ready props and environments.

SELECTED PROJECTS

Jennis Rosewell · Unreal Engine
Character Creator character, Substance textures, Marvelous Designer cloth simulation, Unreal lighting, composited in After Effects and Premiere Pro.

Goose The Ripper · Maya
Short animation with modelling, texturing, rigging, animation and environment all in Maya, rendered with Arnold.

A Tail of Wings · MAAC
Diploma film project in VFX film making.

AI brand films · NIX Studio
Cinematic product spots for fictional brands, viewable at nixwhatever.com.