

AAYUSH GUPTA

VFX ARTIST & MOTION CAPTURE ARTIST

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WORK EXPERIENCES

- Advertisement (Media Design School)**
2019
While being a student at Media Design School (Auckland) I was given an opportunity to make an advertisement for the school. I got a great understanding of how to work with clients while understanding their demands.
- Advertisement Supervisor (OnlineMall 24)**
2020 - 2021
As being the Advertisement Supervisor at Online Mall 24, I had to work on Animation Videos, 3D Models and Social Media Posts while managing the production team at Online Mall 24. While working at Online Mall 24 I understood the skill to manage a team and meet deadlines.
- Creative Supervisor (Nara Health)**
2021 - Present
Nara Health has been an amazing experience where I got an exposure to understand the client demands / deadlines / requirements. I created multiple animated and live action videos, and logos for Nara Health.
- Founder (Dire Multimedia)**
2021 - Present
Dire Multimedia is a production company that provides various design and production design. As being the Founder of Dire Multimedia I have worked on multiple projects for my clients. I have worked on projects where I had to design UX & UI, Posters, Animation Videos, VFX Videos and Podcasts. Dire Multimedia has helped me to understand the creative industry market and has helped me to work from the clients point of view which helps me provide amazing ideas to my future clients.
- Animation Artist (Events by Black Horse)**
2021 - 2022
As being an Animation Artist at Events by Black Horse I got a great chance to work outside my comfort zone and create videos for events while coordinating my work with graphic designers at the company.

EDUCATION

- Cambridge (Art & Design)**
2016 - 2018
While studying Art & Design at a Cambridge certified school I got a proper understanding of Art/ Design/ Prospective/ Colours. While achieving A* as my grades for Art & Design.
- Media Design School (Digital Creativity) (Auckland, New Zealand)**
Feb. 2019 - Oct. 2019
At Media Design School I had got a wide exposure to topics like 3D Modelling, 3D Animation, Film Making, Editing and Graphic Design.
- Arena Animation (Film Making & VFX) (Ahmedabad, India)**
Nov. 2019 - Dec. 2021
At Arena Animation I learnt about VFX and 3D Modelling in depth and got a wider exposure to different softwares while spreading my knowledge and experience into Film Making and VFX.
- AUT (Bachelor in Digital Design) (Auckland, New Zealand)**
Mar. 2022 - Present
Studying Bachelors in Digital Design at AUT has helped me grow my knowledge in Film Making and VFX while understanding the basic idea on Game Design. I have also gained knowledge on the film theory and story making.

EXPERTISE

- Nuke
- Procreate
- Adobe Photoshop
- Adobe InDesign
- Maya
- Adobe Premiere Pro
- Adobe Illustrator
- Adobe Audition
- Blender
- Adobe After Effects
- Adobe Animate
- Unreal Engine
- Unity
- Adobe Substance Painter
- Visual Studio
- Motion Builder

AWARDS

- Rookie of the Year 2022 (VFX)
- AUT Blue Award 2022 Nominee for VFX