



HARITHA UPPALAPATI

CG Generalist

✉ harithau@live.com

☎ (470) 406 0600

🌐 www.harithau.com

📷 @haritha.art

SKILLS

Software

Maya | C4D | Houdini | Nuke | Unreal
Zbrush | Substance Package | Photoshop
Illustrator | After Effects

Renderers

Arnold | Renderman | Redshift | Keyshot

AWARDS & HONORS

- Promax North America - Gold (2022)
- APIA Young Professional's Conference Grant (2020)
- SCAD Dean's List (2018 - 2021)
- Kiwanis International Scholarship (2018)
- APIASF Cox Scholarship (2018)
- North Fulton Reflections Contest - 1st place (2017)

HOBBIES

- Traditional media art
- Singing
- Photography
- Avid movie watching

EDUCATION

Savannah College of Art and Design

Sep 2018 - Nov 2021

BFA Visual Effects | GPA: 3.8

WORK EXPERIENCE

Warner Bros. Discovery - Techwood Studios

August 2023 - Present | CG Associate

March 2022 - August 2023 | CG Apprentice

- Worked with art directors to conceptualize sports packages.
- Textured assets, modeled logos, animated cameras, and created lighting setups. Did work for clients such as the NHL, NBA, MLB, and NCAA.
- Worked on texturing, lighting, and camera animation for the TNT Stanley Cup Finals Promo which won Gold for the 2022 North America Promax Awards.

Hasbro

June 2021 - August 2021 | Digital Artist Intern

- Separated Zbrush models into polygroups, imported into Keyshot, created lighting, assigned materials for rendering, and made model turnsheets.

Short Animation "Nostalgia"

March 2021 - November 2021 | Director & 3D Generalist

- Created the story and visuals for the short animation "Nostalgia" exploring childhood memories of growing up in a bi-cultural house.
- Worked on all 3D aspects including environment modeling, texturing, lighting, and final compositing.
- Worked with a sound designer to have cohesive sound and composition.

SCAD Animation Studios "The Pope's Dog"

November 2020 - May 2021 | 3D Generalist

- Worked on 3D projections for a 2D animation stylistically similar to "Klaus". Made 3D props and environments for camera moves and projections.

The Spirit Wanderer

June 2020 - October 2021 | Environment Modeler & Texture Artist

- Modeled, textured, and lit a Japanese city environment. Made textures for a clean and abandoned version of the city.