

# Rijul Tekriwal

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## EDUCATION

### Savannah College of Art and Design

Atlanta, GA

BFA, 3D and Technical Animation

May 2025

- Exploring and learning the art of visual storytelling through Technical and 3D animation while focusing on the aspects of look development for stylized animations and taking up leadership roles in multiple forms.
- Graduated Magna Cum Laude, GPA: 3.7, Dean's List Recipient

## SELECTED WORK EXPERIENCE

### CGI & Animation Artist

June 2025 – Present

Entrepreneurs of Tomorrow

Remote, USA

- Designed a **3D owl mascot** in Maya for the 5th anniversary rebrand and proposed a new mascot concept under review.
- Conducted **branding research** to inform visual direction and marketing strategy.
- Produced **animations and promotional assets** with marketing teams to refresh brand identity and boost engagement.

### SCADhome Resident Mentor

September 2024 – May 2025

Savannah College of Art and Design

Atlanta, GA

- Represented **SCAD Home values** as a role model and leader for campus residents.
- Acted as **primary point of contact** for housing support and community engagement.
- Organized and hosted **community-building events**, including an external cricket tournament with Intramurals for 20+ residents.

### Modeling Lead, Mentor

September 2023 – March 2024

World Wrestling Entertainment x SCADpro

Atlanta, GA

- Led **ideation and 3D modeling** in Maya for the rebrand of a premium WWE pay-per-view event, incorporating **motion graphic-style visuals** in After Effects.
- Directed and mentored a **multi-skilled team** to design a **photorealistic virtual interview set** in Unreal Engine for WWE talent.

## SELECTED FILMS EXPERIENCE

### Production & VFX lead

September 2024 – May 2025

Film Name: *little moments*

Atlanta, GA

- Led production and FX for a capstone short film, managing a team of 40+ artists to achieve all creative and technical milestones on schedule.
- Coordinated project management and team collaboration using **Google Suite, Trello, and Top Tracker**.
- Directed recruitment and marketing efforts at SCAD Collab Fair with close to a \$250 budget over the year.
- Film premiered at SCADshow **screening**, submitted to **The Rookies**, and is being prepared for further festival entries.

### Texturing Lead

December 2024 – May 2025

Film Name: *Niyati*

Atlanta, GA

- Led look development through texturing for this graduate thesis film using **Substance Painter**, ensuring alignment with the director's vision.
- Managed a team of 7–8 artists to deliver cohesive, high-quality textures consistent with the film's aesthetic.

## SKILLS

- Proficient in 3D Generalist work through a variety of software like: SideFX Houdini, Unreal Engine, Z Brush, Autodesk Maya, Blender, Substance Designer & Painter, Marmoset Designer
- Experience with production using software like: Adobe Suite, Microsoft Suite, Google Suite, Top tracker, Shot grid, Trello, Slack
- CPR certified
- Languages: English (Native/Fluent), Hindi (Native/Fluent), French (Beginner)