

Neelesh Reddy Botta

ENGINE OPERATOR & VIRTUAL ART DEPARTMENT ARTIST (VAD)

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EXPERIENCE

January 2025 – August 2025 (Academic)

Engine Operator, VP Supervisor at *Humber polytechnic*

- Built a Multi – Process Ndisplay config with the help of Screen Creator plugin for the short film called **SCREECH**
- VP Supervisor for the short film called SAPPED, where we had a live compositing of 3D character in a live action pure ICVFX pipeline.

January 2023 – November 2023

3D Generalist at *Matrix VFX*

- As a 3D Generalist I used to be a main player from Modeling to rendering, including 3D Animation using MAYA.
- Used Unreal engine for blending building environments and placing a tracked cinecamera given by tracking artist and rendering it out using render passes for comp artists.
- Worked in Nuke to do the basic comp before sending the shots to comp artist.

November 2023 – March 2024 (Remote)

Unreal Engine Generalist, *Spectra VFX*

- Majorly worked on building Cinematic environments using Unreal engine.
- Used PCG to build forest, rendered using render passes for the comp artist's
- Handled basic comp at Nuke for checking passes, placing 3D render on 2D plate.

EDUCATION

June 2019 – May 2023

Bachelor of fine arts specialized in 3D Animation and film making.

Silver Medal for Academic Excellence

KL University, India

January 2024 – August 2024

Post grad certificate in **3D Animation**

Graduated with *Honours*

Seneca Polytechnic

January 2024 – August 2024

Post grad certificate in **Virtual Production**

Dean's List – Winter 2025

Humber Polytechnic

TECHNICAL SKILLS

Source control (Perforce)

Liqui gen

Blueprint scripting

Live link

Substrate

LED volume setup

Composure

Reality scan

Real-time rendering

[IMDB](#)

CERTIFICATIONS

- First Aid and CPR
 - TCPS 2: CORE 2022
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LANGUAGES

- English
- Hindi
- Telugu (mother tongue)
- Tamil