

KUNSH ARYAMAN

FX/Sims Artist

ABOUT ME

Senior year student at SCAD, majoring in Visual Effects.
Focusing on FX/sims work for productions in film/television, advertising and game development.

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[LinkedIn](#)

Portfolio Link :

<https://www.artstation.com/kunsharyaman9>

Website (being updated) :

<https://kunsharyaman.framer.website/>

EDUCATION

Bachelor's Degree (BFA) in Visual Effects

September 2023 - May 2027

SKILLS

- Houdini
- Blender
- Substance Painter
- Unreal Engine
- Maya
- Photoshop
- After Effects, Premiere Pro

ACHIEVEMENTS

Dean's List

Fall 2023, Winter 2024
Winter, Spring 2025

Officer of Digital Effects Club

SCADpro

- Selected for elite corporate program matching students with industry partners
- Secured admission into competitive cohort representing under 10% of applicants
- Chosen based on top GPA, rigorous application, and faculty recommendations

EXPERIENCE

Quantstac Inc. Intern

Bangalore, India
June 2024 - August 2024

- Summer internship with start-up Quantstac Inc.
- Created video edits to feed into their proprietary AI training module.
- Integrated video sequences into the company's ComfyUI pipeline.

SCAD Animation Studios - "Inkwashed" Look development, FX for pre-vis

Savannah, Georgia
March 2025 - April 2025

- Volunteered to help the VFX team of Inkwashed for the pre-vis process.
- Developed a destruction sim for a bridge destruction sequence.
- Coordinated with the team and worked with a strict deadline

SCADpro x Deloitte UX Researcher

Savannah, Georgia
March 2025 - May 2025

- Worked on a SCADpro collaboration with Deloitte to build on inclusive federal applications for an aging population.
- Conducted an in-depth analysis on the UI functionality of government websites.
- Collaborated with an 18-person team to create a deliverable for Deloitte.

SCADpro x Netflix Researcher, 3D Co-Lead

Savannah, Georgia
January 2026 - March 2026

- Worked in a 23-person team to develop a deliverable for Netflix.
- Worked with Netflix to create a pitch-to-play journey of a cloud title appealing to internal and external stakeholders.
- Co-managed the 3D Design team to create 3D visuals to improve modularity of the pitch deck and improve visual quality, as well as creating custom 3D models and renders

SANM-560, Collab : Horror Anthology FX Artist

Remote
June 2026 - August 2026

- Received department approval to work on a collaborative project with the VFX, Animation and Film departments at SCAD.
- Working with a team to create pyro and RBD sims for a horror anthology show.