



Rigved Deshpande

3D Artist | Technical Artist | Real-Time Animation Specialist

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<https://github.com/r1g>

PROFESSIONAL SUMMARY

Award-winning 3D artist and technical artist with 5+ years creating high-craft imagery for AAA gaming and immersive media. Proven expertise spanning product rendering, real-time animation, and procedural asset creation from concept through final render. Deep experience with AI-integrated workflows, VR/AR production, and building visual languages that define brand identity. Skilled at rapid iteration, cross-functional collaboration, and self-managing complex creative timelines.

TECHNICAL SKILLS

3D & Animation Tools: Maya, Blender, Unity, Unreal, Zbrush, Photoshop, After Effects

Rendering & Optimization: Real-time rendering pipelines, raytracing, polygon optimization, shader development

Creative Technology: Procedural systems, AI-integrated workflows, VR/AR experience design

Pipeline & Automation: Python, PyQt/PySide, Git, Perforce, CI/CD deployment

Specializations: Product visualization, character art, procedural VFX, tool UI/UX design

PROFESSIONAL EXPERIENCE

Pipeline Technical Artist | Microsoft Blizzard

January 2023 - December 2025

- Created state-of-the-art 3D imagery and animation for category-defining AAA game releases including Diablo IV base game, 10+ seasonal updates, and Vessel of Hatred expansion
- Developed high-craft product visualization and marketing assets using variety of 3D tools at fast pace to meet aggressive release schedules

- Built procedural rigging and VFX systems enabling artists to produce game-ready assets without technical support, significantly boosting team velocity
- Architected Python-based pipeline tools with PyQt UI frameworks supporting hundreds of artists across character, environment, and VFX disciplines
- Collaborated with rendering and engine teams to optimize real-time asset performance from polygon optimization through final render
- Synthesized feedback from multiple stakeholders, quickly incorporating direction to strengthen creative outcomes
- Self-managed project timelines across distributed studio teams, communicating updates to program managers

Key Projects:

- **Scene Healer** — Comprehensive Maya validation suite with PyQt UI enabling artists to fix technical issues without TA support, deployed across studio handling thousands of daily submissions
- **Gameready Updater** — Cross-DCC automation pipeline eliminating need for rigging support during character art workflow through procedural systems
- **Map Tweaker** — Procedural world map generation system incorporating UI artist overlays for seasonal content expansions
- **Furtuoso** — Maya plugin for intuitive normal painting optimizing fur shading across Diablo IV

3D Artist & Animator | Federico Solmi (Internationally Exhibited Artist)

July 2021 - December 2022

- Developed procedural VFX systems in Unity for real-time VR experiences and pre-rendered applications exhibited at international galleries
- Created complete character pipelines from concept and storyboarding through modeling, rigging, animation, lighting, and final rendering
- Built VR experiences integrating traditional art with cutting-edge real-time 3D technology and AI tools
- Collaborated directly with artist on creative vision while solving complex technical challenges
- Conceived elegant, effective ways to showcase artwork and highlight immersive features
- Generated revenue through NFT series on Ethereum showcasing real-time VFX and 3D animation

EDUCATION

Carnegie Mellon University — B.A. Digital Creative Practice
August 2017 - May 2021

Student-defined interdisciplinary major combining Computer Science and Art curricula.

Relevant Coursework: *Advanced Pipelines for Film and Game Art, Real-Time Animation, Programming User Interfaces, Computation for Creative Practices, Networked Game Design*

SELECTED PORTFOLIO WORK

3D Product & Character Animation

- **NFT Series** — Collection of highly recognizable stylized 3D avatars and real-time VFX showcased on Ethereum platforms
- **VR Shaders** — Unity URP shader set for VR experiences using multi-modal AI integration
- **GATT** — 40-minute 3D animated pilot produced in Unity3D with live VR premiere; currently remastering in Unreal Engine

Product Rendering & Visualization

- **Ceres** — Real-time 3D animated short produced in Unreal Engine
 - **Goat** — Original rideable mount character design entered in Blizzard Student Art Contest, later adapted for physical embroidery production
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ABOUT ME

Permanent U.S. resident eligible to work without sponsorship. Passionate about serving as a bridge between creative and engineering disciplines. When not creating compelling 3D imagery, I'm an avid musician, reader, and calisthenics athlete. Some of my most interesting work is privileged by NDA but can be discussed generally upon request.

References and extended portfolio available upon request