

Nirva Rawal

Generalist

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Summary

Environment Artist and 3D Generalist with 2 years of production experience across film, streaming, advertising and gaming. Proficient in Blender, Maya, ZBrush, Substance Painter, Houdini, Nuke, and Unreal Engine across modelling, texturing, lookdev, and lighting. Latest contributions include Spider-Man: Brand New Day, Netflix's Discover Your Future 2026, and other commercial advertising projects

Experience



Industrial Light & Magic

Jr Generalist

London, United Kingdom

12/2025 - 09/2026

- Delivered 50+ shots across film and series, including Spider-Man: Brand New Day and an upcoming *Apple series*, handling work from modelling through final render optimisation.
- Built photorealistic matte painting and assets, lit character/animation/environment scenes using Houdini Solaris, Maya, and Blender, working closely with CG Supervisors and worked on large scale environments whilst assisting in scene optimization.
- Set up and refined shots in Nuke alongside comp artists, bridging CG output and final composite under production deadlines.



Electric Theatre Collective

Generalist Intern

London, United Kingdom

09/2025 - 12/2025

- Built environments and layouts for commercials: Netflix's Discover Your Future 2026 and Sprite VIP
- Modeled and textured assets in Maya and Houdini, matching lighting and materials to blend sending with live-action plates
- Worked with the team lead to shape scene layouts, iterating quickly against client's art direction
- Built Nuke slap-comps to test CG-to-plate integration early, speeding up approvals and help comp department



MBS Studio

Project Manager

Singapore, Singapore

02/2023 - 03/2023

- Developed and organized a comprehensive project plan that outlined the key tasks and milestones for a major project, which resulted in the successful completion of the project on time and within budget
- Conducted regular project meetings, providing updates, addressing concerns, and maintaining project momentum
- Ensured quality control and adherence to project specifications and industry standards for the new game launch SkateNation XL

MBS Studio

UE Environment Artist

Singapore, Singapore

12/2022 - 02/2023

- Created detailed and immersive game environments as an environment Artist with skills in 3d modelling, texturing, and lighting
- Collaborated closely with the art director and level designers to translate concept art and design documents into realistic environments
- Used different tools and techniques, such as dynamic lighting systems, light mapping, and Ray Tracing and Path Tracing Features, to achieve the desired lighting results



Maddie Games

3D Concept Artist and Illustrator

Chennai, India

11/2021 - 04/2022

- Complete charge of the art department and making decisions from the initial blue sky and thumbnails to mood boards to modelling to topology to rigging to animating and rendering to completion
- Executed visuals and created new 3d models in Blender and Photoshop
- Proposed and successfully implemented designs and drafts to decrease work time with effective output
- Volunteered and managed teams from various companies with more than 50 people for gameplay sessions

Education



Bournemouth University, UK

M.A - Masters in Digital Effects

Bournemouth, UK

09/2023 - 2024



Maharaja Sayajirao University of Baroda, Vadodara

B.Des - Bachelors of design in Film and Animation

Gujarat, India

01/2019 - 2023

Skills

