

# AKHIL MACHARLA

Unreal Engine Generalist, Lighting, Look dev  
Vancouver, Canada

[WWW.AKHILMACHARLA.COM](http://WWW.AKHILMACHARLA.COM)

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## SKILLS

### Hard skills

- UE5
- Maya
- Katana
- Houdini
- Nuke
- Blender
- Adobe suite

### SOFT SKILLS

- Color Theory
- Cinematography
- Time management
- Communication
- Problem-solving
- Teamwork
- Adaptability

### Unreal Engine Skills

- Advanced level designing
- Real-time GI based lighting
- Optimized environments with PBR workflows.
- Dynamic and baked lighting setup / Lumen
- EV100 system and HDR lighting
- Real-time VFX, particles, and volumetric effects
- Blueprint-based logic design
- Gameplay mechanics with Blueprint scripting
- Cinematic sequences using Sequencer
- Asset optimization
- Debug and optimize scenes for real-time rendering.
- Collaborate effectively with cross-functional teams.

## INDUSTRY EXPERIENCE

### **iKHOR Labs**

Unreal engine generalist | Look developer  
for anime/ game series May 2024 - Present  
Japan/ USA

### **Mainframe Studios**

CG Lighting and Compositing artist for Netflix  
September 2021 - February 2024  
Vancouver, British Columbia, Canada

### **Pitti Laminations Limited**

Visual Effects Artist and Look developer for ads  
January 2017 - January 2020  
Hyderabad, India

### **Mountain Dew Marketing Inc**

Freelance VFX Artist  
September 2018 - December 2019  
Hyderabad, India

### **PlayStation Studios**

Freelance Unreal Artist  
Aug 2018 - Dec 2019  
Hyderabad, India

### **MG Motor UK Ltd**

Freelance Unreal Artist  
December 2018 - December 2018  
Hyderabad, India

### **Freelance VFX Artist**

August 2018 - December 2019  
Hyderabad, India

### **Comic-Con International Gaming Judge**

October 2017 - December 2017  
Indonesia

### **Comic Con India**

Costume Designer for Games  
January 2016 - December 2017  
Hyderabad, India

### **Mountain Dew Marketing Inc**

Costume Designer  
January 2016 - December 2016  
Hyderabad, India

### **Kailash Media**

3D Artist  
January 2014 - December 2015  
Hyderabad, India

# EDUCATION

## **Vancouver Institute of Media Arts (VanArts) CANADA**

GRADUATION VISUAL EFFECTS FOR FILM & TV · (2020 - 2021)

## **Arena Animation - India**

GRADUATION (B.A) VFX & ANIMATION, Animation, Interactive Technology, Video Graphics and Special Effects · (2013 - 2016)

## **Narayana Junior College - India**

Junior High/Intermediate/Middle School (2011 - 2013)

## **Nalanda High School**

Junior High/Intermediate/Middle School (1998 - 2010)

# HONORS & AWARDS

## **INDIAN CHAMPION OF COSPLAY**

Issued by Comic Con India · Dec 2017

Associated with Comic Con India

**Winner of International cosplay championship**

## **INDONESIA CHAMPION OF COSPLAY & JUDGE**

Issued by Jakarta comic con · Oct 2017

Associated with Comic-Con International

**Had an opportunity to be one of the judges at Indonesia comic con**

## **CHAMPION OF INDIAN GAMING EXPO**

Issued by IGX Events LLP · Feb 2017

Associated with Comic-Con International

**Won best cosplay award in costume design & building at Mumbai, India**

## **CHAMPION OF COSPLAY HYD**

Issued by Comic Con India · Sep 2016

Associated with Comic-Con International

**Won best cosplay award in costume design & building at Hyderabad, India**

## **STUDENT VFX AWARD**

Issued by The Orbit · Mar 2016

**Won India's best VFX student award by Orbit live**

## **TELENGANA PROJECT**

Issued by Government of Telangana · Feb 2016

**Contributed a major part of the design and modeling in state monument project**