

DOLESH SAO

Technical 3D Generalist | 3D Animator | AI-Assisted Production

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SUMMARY

3D Generalist and Animator with 4+ years of production experience across brand advertising, product visualisation, educational content and games. Takes work from concept to final edit: modelling, PBR LookDev, lighting, animation, compositing and video editing. Builds procedural animation systems in Blender Geometry Nodes that replace manual keyframing, and combines accurate 3D with generative AI video tools (Runway, Higgsfield) for environments, mood variations and faster iteration. Uses Python and AI agents to automate repetitive work. Based in Mumbai.

EXPERIENCE

3D Animator / Editor — Clotite Pvt. Ltd., Mumbai Sep 2026 – Present

- Create 3D product visuals and animations for brand advertisements, from concept and visual development to final edit and delivery.
- Edit promotional, marketing and social media videos, adding motion graphics and VFX.
- Work with the design, marketing and content teams to keep every deliverable on brand and on schedule.

3D Generalist — Spartan Branding Jan 2026 – Jul 2026

- Ran end-to-end 3D production for commercial campaigns: modelling, LookDev, lighting, rendering and compositing.
- Built procedural animation systems in Geometry Nodes (integer-based state machines) that replaced manual keyframing.
- Created point-cloud and swarm simulations with Simulation Zones to scale asset creation.

3D Artist — Eigenplus Sep 2024 – Dec 2025

- Modelled, textured, lit and animated 3D explainers for civil-engineering education videos.
- Produced the channel's core visuals through its growth to 100K+ subscribers and monetisation.

Freelance 3D Generalist — Clients in India and abroad 2022 – Present

- Starshine Electronics (8 months, full-time engagement): promotional 3D animations for the home-appliance lineup.
- Medical animations, product visualisation and environment design; clients still feature the work on their websites.
- Remeshed heavy CAD/STL client files into render-ready assets; used multi-pass EXR compositing to fix lighting in post instead of re-rendering.

3D Intern — X1 Racing (Sony Entertainment) Jun 2023 – Aug 2023

- Modelled, textured and rigged vehicles and environments optimised for Unreal Engine.
- Built level logic with Blueprints and set up procedural attributes for complex shader networks.

PROJECTS

AI-agent automation toolkit (Python) — github.com/Dolesh-avkalan/browser-tool

- Designed a self-hosted system in which AI agents drive a real browser to run multi-step jobs, with tests, health checks, backups and automatic updates; directed AI coding agents to build it (~6,600 lines of Python).

SKILLS

3D: Blender, Geometry Nodes, Simulation Zones, ZBrush, Substance Painter, Unreal Engine (Blueprints), hard-surface modelling, CAD/STL remeshing

Look & render: PBR LookDev, lighting, node-based compositing, multi-pass EXR

Animation & edit: 3D product animation, motion graphics, DaVinci Resolve

AI production: Runway, Higgsfield, generative AI video and image, 3D + AI hybrid workflows

Technical: Procedural systems, shader logic, Python, AI workflow automation

EDUCATION

Electrical & Electronics Engineering (coursework) — Government Engineering College, Raipur 2022 – 2025