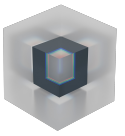


# Maullick Pushkarna



## Technical Generalist

Highly skilled 3D artist with clear practical and theoretical understanding about game, animated film and immersive production pipeline. Looking to facilitate, manage, build and keep learning within technical spaces both artistically and practically while maintaining a keen eye for developing oneself into a refined and technically adept art director.

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## Work Experience

### Assistant Lecturer, Coventry university (2024 - now)

- Collaborate, maintain, facilitate and lead lectures and workshops and help students from across the school of arts and creative industries understand the technical and practical of 3D animation, rendering softwares and game engines.
- Collaborate within the cluster of creative technologies to plan document and deliver modules and lessons for a diverse cohort of students within different principles and with significantly different levels of skill.
- Assist in planning, setting up and delivering business and cultural events like 'Unconventional Convention', 'Black Sound' and 'Create Central'.
- Deliver open day presentations and workshops for the undergraduate course 'Digital Media'. And focusing on other recruitment activities like running school workshops and Gallery of living History workshops.

### Student Proctor, Coventry University (2022-2024)

- Running immersive labs workshops by requested courses and giving them rudimentary understanding about the space. collaborating with proctor team and running open day demos to potential students.
- Running specialized workshops with acting students from Scarborough and facilitating motion capture.
- Helping facilitate learning in the creative technologies level 4 cluster sessions with diverse students with different types of needs.
- Facilitating, running, filming, editing events like the Coventry and Warwickshire health event, Unconventional Convention and the events for the Gallery of Living History.

### Freelance Videographer (2020-2022)

- Filming, editing and recording music covers for small scale YouTube channels.
- Editing short films within university clubs.
- Filming and editing video presentations for middle school students.

## Education

### Coventry University (2024-2025)

Masters of Arts in Games Studio Development

### Coventry University (2021-2024)

Bachelor of Arts in Digital Media

## Skills

Ranging from a wide variety of technical, interpersonal and intra-personal skills :-

- Art Direction
- 3D Asset Production
- Lighting
- Immersive Production
- Environment art
- Game Design
- Narratology
- Script writing
- Motion Capture
- Music Production
- Video editing
- Documentation
- Time management
- Decision making
- Task Management
- Presentation
- Prototyping (Hi/Low)
- Photogrammetry
- Web development
- Reflection
- Planning
- Learning

Blender



Unity



Premiere Pro



Documentation



Sub Painter



FL Studio



Unreal



## Languages

English

- Written & Spoken Proficiency

Hindi

- Written & Spoken Proficiency

Urdu

- Spoken Proficiency

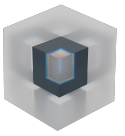
Punjabi

- Upper Intermediate

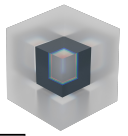
French

- Advanced

# Projects



| NAME   | ROLE                  | DESCRIPTION   |
|--|-----------------------|---|
| Acting Workshop                                | Technical Facilitator | <p>A motion capture workshop done with acting students from Scarborough where I facilitated the capture from setting up to setting down and made sure any issues that occurred were solved immediately.</p> <p>This entailed marking subjects and creating a rig within Vicon Shogun Live for the capture . Capturing animations and fixing it within Shogun Post and then pushing the animations into a game engine environment, highlighting the seamlessness of the workflow. It went swimmingly and set up potential for more collaborations in the future.</p>   |
| Gallery of living History (School Competition) | Technical Facilitator | <p>GOLH schools competition focused on working with school students and holding workshops for them to help them understand basics of immersive technologies, mainly AR and helping them create an experience surrounding a person that has given much to the community but is not revered enough.</p> <p>The project spanned numerous months with schools visiting regularly for introduction to technologies and softwares, ideation, prototyping and launch.</p> <p>My role was supporting these students and facilitating the creation of their experience that was user friendly and intuitive. I sat with the group of students assigned to me and we went through a simpler pipeline of immersive production. And on results day, the school I facilitated won the competition.</p>     |
| Unconventional Convention (2024 Q1)            | Immersive Producer    | <p>The Unconventional Convention is an event-based project model delivered with industry partners Risk Evolves and Glued Marketing, which saw undergraduate Digital Media students work with MA VR/AR students to develop a rapid prototype of a problem-solving and team-building VR experience in response to a brief from the two industry partners.</p> <p>My role was developing part of the VR experience, I designed a maze as one of the puzzles within unity that the players had to navigate through to reach the end of the game.</p> <p>This required me to cross collaborate overseas with post graduate students to develop the project. The event was a huge success that attracted over 100 small and medium businesses from Coventry, Warwickshire and surrounding areas</p> |
| Final Major Project                            | Project Lead          | <p>My final university project. It is a project dear to me where I worked intensely on its technicality, academics and aesthetics.</p> <p>The project was a debate about form and content. Could content be understood better if its form was changed. To experiment I took the idea of nihilism a convoluted philosophical concept and presented it as an animation rather than an article or an essay. I spearheaded everything on the project from conceptualization to release.</p> <p>I believe it gave me a direction, and the skills to understand my love for art and art direction. I scored a first for my project which made all the efforts worth it.</p>   |



| NAME  | ROLE                                   | DESCRIPTION   |
|---|--|---|
| Black Sound Project                             | Technical Facilitator/<br>Videographer | <p>The Black Sound Project was a cultural project held within Coventry University in collaboration with Gallery of Living History where Black-British music and its journey was celebrated.</p> <p>I helped film the VIP viewing of the event and took a lead on editing the interview that happened on the said viewing which was lauded by the ex chancellor of Coventry University the deans and one of the founders of GOLH.</p> <p>On the public opening of the event I worked with people who brought their memorabilia, 2D and 3D scanning their items to be posted on Coventry Digital to make a record of the amazing journey Black-British music has made. I did commercial photogrammetry and clean up of the 3D scans and also reconstructed some memorabilia from scratch with the images.</p> |
| Let Down Your Chains                            | Project Lead                           | <p>A major personal project that was an animated short about mental health struggle. I took my time with it because I tried to emulate the entire animated film production cycle to properly understand how the process works.</p> <p>From concept to story boarding to production I learned so much about technical workflows like rendering, VDBs, cinematography, art direction that even when this was shorter piece I was happy I managed to learn so much and make a quality project while being overwhelmed with life.</p>   |
| Unconventional Convention (2024 Q4) + (2025 Q1) | Event Facilitator                      | <p>The Unconventional Convention is an event-based project model delivered with industry partners Risk Evolves and Glued Marketing, which saw undergraduate Digital Media students work with MA VR/AR students to develop a rapid prototype of a problem-solving and team-building VR experience in response to a brief from the two industry partners.</p> <p>This time I was the event facilitator rather than the technical producer as compared to the last iteration. This time I focused more on managing, filming the event and doing interviews with guest that engaged with the event. Finding out their thoughts and concerns.</p>  |
| School Workshops                                | Immersive workshop lead                | <p>I was the immersive workshop lead for school visits in Q3 of 2025. The idea was to have students play around with immersive technologies such as VR and AR and then develop a quick immersive experience using AR.</p> <p>I substituted for someone else and planned and delivered the entire workshop with the help of 2 student proctors. I learned initiative as i managed all the VR equipment myself. Setting up, uploading experiences and having them be ready for the workshop, along with designing and delivering the more hands on AR workshop.</p> <p>The consensus was it the workshops when very successfully.</p>   |
| Immersive Workshop                              | Technical Facilitator                  | <p>Held a simple onboarding to immersive experiences workshop for post graduate architecture students from Coventry University within the immersive labs to showcase AR and VR technologies and to show how architecture students can push their projects into Unity and onto a VR for a new outlook to production and showcase.</p>  |