



DINETH MEEHITIYA

3D / 2D GENERALIST

dmeehitiya@hotmail.com • 0419 877 122 • MELBOURNE VIC

PROFILE

3D/2D Generalist and multidisciplinary artist with four years of creative and production experience across 3D modelling, sculpting, texturing, animation, rendering, concept art and visual development. Experienced in taking ideas from early development through to polished visual outcomes, with a strong understanding of visual storytelling, composition and production workflows. Comfortable working independently or collaboratively, responding to feedback and learning new tools to meet project requirements and deadlines.

PROFESSIONAL EXPERIENCE

CREATIVE FORCE

Production Company • Part-time / Hybrid

APR 2025 — JULY 2025

- Creating 3D animations for advertising, companies, and film productions.
- 3D modelling and texturing objects for animation videos, ensuring projects are completed within the required timeframe.
- Designing VFX for post-production to enhance minor visual details.
- Scriptwriting and script breakdowns, including writing and organising scripts for new ideas.
- Project and pre-production planning, helping to organise and prepare projects before production.
- Colour grading, adjusting tones and colours to achieve the desired mood and visual style using DaVinci Resolve.
- Filming and cinematography, operating cameras and capturing shots on new sets for major client projects.

PHOENIX OGILVY SRI LANKA

Advertising Agency • Contract

MAY 2025 — JUN 2025

- Creating an updated show-reel for the website, along with producing videos and animations for advertisements, social media, and marketing campaigns.
- UI/UX design using newly created 3D models and visual assets.
- Graphic and visual design, creating visuals, layouts, and digital content for various projects.
- Generating fresh and creative ideas and developing solutions that stand out in competitive markets.
- Presenting ideas clearly and collaborating with clients to understand their vision, target audience, and behavior through marketing research.

SENZ MEDIA

Camera / Production Assistant • Part-time

2023 — 2025

- Managing and organizing cables, ensuring all wires are properly packed, labeled, and securely wrapped for transportation and setup.
- Operating and setting up cameras, ensuring they are positioned correctly for filming and events.
- Setting up and positioning lighting equipment in cinema halls and theatre rooms.
- Editing videos using Adobe Premiere Pro and exporting them into DVD or digital video formats for clients.
- Assisting and directing customers to the appropriate cinema halls, checking ticket validity, and handling customer inquiries and complaints to provide effective solutions.

BSS INSIGHT

Graphic Designer • Part-time

2017 — 2018

- Creating and writing newspaper articles, ensuring content is clear, accurate, and well-presented.
- Typesetting newspaper articles into Word documents and transferring them to the appropriate team member for proofreading and final review for newspaper.
- Handling and securely packing camera equipment into protective cases for safe transportation and delivery.
- Assisting with lighting setup and video editing for production projects.

EDUCATION

**MASTER OF ANIMATION,
GAMES & INTERACTIVITY**
RMIT UNIVERSITY
JUL 2025 — CURRENT

**BACHELOR OF
ANIMATION** SWINBURNE
UNIVERSITY OF
TECHNOLOGY,
HAWTHORN
FEB 2022 — JAN 2023

**CERT III IN DESIGN
FUNDAMENTALS**
CHISHOLM TAFE
FEB 2018 — JAN 2019

CORE SKILLS

- 3D MODELLING & SCULPTING
- TEXTURING & MATERIALS
- 3D / 2D ANIMATION
- CONCEPT ART & VISUAL DEVELOPMENT
- ENVIRONMENT & ASSET DESIGN
- LIGHTING & RENDERING
- STORYBOARDING
- VFX & POST-PRODUCTION
- CINEMATOGRAPHY

SOFTWARE SKILLS

3D / GAME

Maya
ZBrush
Substance Painter
Unreal Engine
Unity

ADOBE / POST:

After Effects
Premiere Pro
DaVinci Resolve