

Nickhil Nagpal

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Virtual Production & Real-Time Pipelines | CG/VFX Generalist | Unreal Engine | Houdini FX

WORK EXPERIENCE

Orbital Studios

Los Angeles, CA

Production Intern

August - December 2024

- Operated LED-wall Virtual Production volumes for commercial clients (SAP), supporting real-time Unreal Engine environment playback and on-set iteration
- Integrated Unreal Engine real-time DMX output into on-stage lighting systems, enabling synchronized virtual-to-physical lighting control.

Lightcraft Jetset

Orange, CA

Beta Tester

Oct 2023 - Present

- Test new VFX software releases on personal projects to assess usability, performance, and functionality
- Collaborate closely with the software development team to provide detailed feedback, bug reports, and suggestions for improvement based on real-world usage scenarios

OM (Short film)

Irvine, CA

Director & AI Pipeline Lead

June 2025 - Present

- Leading creative direction and technical R&D for an immersive, painterly Virtual Production pipeline, spanning Unreal Engine, Jetset Cine, LiDAR/photogrammetry, Beeble AI, and custom ComfyUI LoRA tools.
- Leading cross-department collaboration to integrate VP, LiDAR/photogrammetry environments, and AI-driven processes into a unified, efficient production pipeline.

Los Angles (Chapman Film)

Orange, CA

Virtual Production & VFX Supervisor

August 2024 - May 2025

- Created a learning environment to establish a round-trip workflow with Lightcraft Jetset's technology, accelerating our VFX post-production process.
- Developed and implemented a remote live-compositing pipeline using such technology to keep all departments aligned during production.

Outer West (Chapman Film)

Orange, CA

Virtual Production & VFX Supervisor & VAD Director

August 2023 - May 2024

- Led Virtual Art and Unreal Engine environment development, translating the director and production designer's vision into real-time VP worlds.
- Oversaw end-to-end Virtual Production integration from previs through post, ensuring continuity between physical and digital assets.
- Ensured seamless integration of the Virtual Production elements into the physical production aspects

Volume 16 Media LLC

Tustin, CA

Founder/Co-CEO

May 2022 - Present

- Lead creative and production workflows while managing clients to deliver cinematic visual content.
- Build partnerships and produce branded commercial work to grow Vol. 16 Media's client base.

EDUCATION

Dodge College of Chapman University

Orange, CA

Bachelor of Arts | Major/minor: Animation and Visual Effects/Entertainment Technology | GPA: 3.5 | Dean's List

AWARDS & DISTINCTIONS

Monolith Masters Award for Best Virtual Art Department of Infinity Festival Hollywood 2024

Best Cinematography Orange County Film Festival 2022

Semi-finalist Orange County Artist of the Year 2022

SKILLS

Software: Unreal Engine (professional), Autodesk Suite (experienced), Houdini (experienced), Perforce (experienced), Adobe Creative Cloud Suite (experienced), Nuke (familiar), Disguise (familiar), Blender (familiar)