Nickhil Nagpal

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Director | Virtual Production | Previs & Techviz | Unreal Engine | Camera Tracking | AI-Assisted Pipelines

WORK EXPERIENCE

OM (Short Film), Vol. 16 Media — **Irvine, CA**
Writer, Director & VP / AI Pipeline Lead — *June 2025 - Present*

- Wrapped October 2026 at Rancho Las Lomas; in post, cutting in DaVinci Resolve. Built Unreal previs from gaussian-splat and LiDAR capture aligned to a 1:1 set model; ran an all-department previs day with the DP holding his real rig inside the virtual set.
- Tracked with Lightcraft Jetset and retracked in SynthEyes off the same survey; documented a Jetset → SynthEyes → Blender → Nuke handoff; Beeble AI relighting, ComfyUI LoRA tools, Claude Code over MCP driving Unreal and Blender.
- Co-produced a crew of 20–25 on a $15K production budget; $48,998 gear package insured; location, COIs, AB5, Wrapbook payroll, SAG-AFTRA Micro-Budget agreement.

Dodge College of Film and Media Arts, Chapman University — **Orange, CA**
Volume Stage Operations Coordinator (part-time) — *September 2025 - May 2026*

- Operated the LED wall with Unreal Engine and Disguise for student ICVFX productions; prepared VP for *Midnight Cab* and *All the Way to a Happy Ending*; ran open houses teaching LED-wall workflows.

Orbital Studios — **Los Angeles, CA**
Production Intern, Virtual Production — *August - December 2024*

- Operated LED-wall VP volumes for commercial clients (SAP): Unreal playback, camera tracking, lighting integration, calibration and client demos; R&D on DMX output from Unreal driving on-set lighting.
- Self-measured the stage in Unreal, then reused it in October 2025 for *All the Way to a Happy Ending* techviz, placing the picture car per the DP's shotlist so the director, DP and 1st AC saw every setup before the shoot day.

Los Angles (Chapman Senior Thesis) — **Orange, CA**
Virtual Production / VFX Supervisor — *August 2024 - May 2025*

- Pushed for exact set measurements so the Unreal diner matched the built set, letting the production designer cut the physical build to 1/5 scope; set extension shot in-camera on the LED wall; pre-production overseen by Rob Legato.
- Designed a remote ICVFX rig (iPhone running Lightcraft Jetset, iPad, laptop, capture card, Wi-Fi router) to shoot desert exteriors off-stage; a round-trip Jetset workflow sped up VFX post.

Umbra & Midnight Cab (Chapman Films) — **Orange, CA**
VFX Producer (Umbra) / VP Producer & Mentor (Midnight Cab) — *2025 - 2026*

- Bridged vocabulary and process between departments, pre-production to post, with deadlines and defined handoffs; mentored the VP Supervisor of *Midnight Cab* (underworld car plates on a ~3-mile Unreal loop).

Outer West (Chapman Film) — **Orange, CA**
Virtual Production / VFX Supervisor / VAD Director — *August 2023 - May 2024*

- Led the Virtual Art Department and scaled the Unreal town to Chapman's LED wall; on set, translated between the Brain Bar and the director, DP and gaffer to keep virtual and physical sets consistent.

Volume 16 Media LLC — **Tustin, CA**
Co-Founder, Director & Creative Technologist — *June 2021 - Present*

- Commercial and venue work in Unreal, Houdini and Maya; directed *Welcome To Los Angles*, a VP/ICVFX documentary; client CEO (Terminus Entertainment): customers called it "a movie-like experience."

EDUCATION

Dodge College of Film and Media Arts, Chapman University — **Orange, CA**
Bachelor of Fine Arts, Animation & Visual Effects | Minor: Entertainment Technology | GPA 3.5 | Dean's List — *2022 - 2026*

AWARDS & DISTINCTIONS

Monolith Masters Award for Best Virtual Art Department (Outer West), Infinity Festival Hollywood 2024
Best Cinematography, Orange County Film Festival 2022
Semi-finalist, Orange County Artist of the Year 2022

SKILLS

Virtual Production: Jetset & Spark (Lightcraft beta tester since 2023), LED volumes, set extension, Disguise, MadMapper, DMX
Previs & 3D: Unreal Engine (professional), Maya, Blender, Houdini, Cinema 4D, ZBrush, Substance, MetaHuman, Perforce
Capture & Comp: Splats, LiDAR, photogrammetry, SynthEyes, Nuke (familiar), After Effects, DaVinci Resolve, Photoshop, LUTs
Pipeline & AI: Claude Code over MCP, Python, headless render pipelines, Beeble, ComfyUI, Gitea, Anchorpoint, Swift/iOS