

About me

“Knowledge can take you from point A to point B but imagination can take you anywhere”. This is what I believe in. I am a creative, innovative and multi-talented professional artist who can work independently and efficiently in a well-organized manner with and without supervision. A highly-skilled artist with multiple skill-sets having experience in the creative industry with accomplished projects across different industries in 3D, CGI film, 3D Printing, interior, jewelry, product, fashion and media.

Looking for opportunities as 3D Designer in a professional environment which has freedom for creativity, believes in innovation and has aesthetic challenges which allows me to find its best possible artistic and technical solutions. The primary goal of my career is contributing towards the well-being of the society through my creativity and innovation while walking through a growing career-path and enhancing my abilities. Can work on both Realistic and Stylized projects.

Skillset

Primary Skills: Character Modeling, Hard Surface Modeling, Anatomy Sculpting, PBR Texturing, Concept Visualization, Look Development, Character Design, Procedural Shaders, 3D Printing, Interior Visualization, Jewelry Visualization, Product Visualization, Photogrammetry, UV Unwrapping, Unreal Master Shaders, Image Manipulation, Sketching and Graphic Designing.

Secondary Skills: Photography, HDRI Creation, Compositing, Color-Grading, Model Sheets, Rotoscoping, Matte-Painting, Lighting, Rigging (*Basics*), Animation (*Basics*).

Soft wares

3D: Autodesk Maya, ZBrush, Substance Painter, Substance Designer, Marvelous Designer, RenderMan, Arnold, 3D Coat, KeyShot, 3Ds Max (*Basics*), Redshift, GIMP(*Basic*), and Marmoset Tool bag (*Basic*)

Game Engine: Unreal Engine (*Master Shader Creation*)

2D: Adobe Photoshop, Sketchbook Pro, After Effects, Corel Draw, Adobe Premiere, Hugins, PTGui, PixPlant, Adobe Light room, Nuke.

Work Experience

July 2021 – Aug 2023 **Senior 3D Surfacing Artist** at **Assemblage Entertainment Pvt. Ltd.**, Mumbai.

Undisclosed CG Movie Project – Project by an international client. Realistic props, environment and Stylized Characters. Worked on hero assets in the environment as per the concept art. Collaborated with modeling Department, Team lead and Supervisor for high quality and faster asset development. Was involved in the look development of the project for the client’s approval. (*Maya, SP, Redshift, PS*)

Undisclosed CG Web Series Project – The project is stylized characters and realistic props. Involved in the texturing and complete look development of the lead character and other characters.

MORPHLE – Stylised Project by Disney. Worked on props, stylized and lead characters.

THE SWAN PRINCESS CG Project – A semi- realistic project worked on environment, props and characters.

EUREKA for DISNEY JUNIOR CG Project – Cartoonish Stylized project. Worked on characters, creatures and props.

MIRACULOUS LADY BUG – Cartoonish Stylized project worked, where I have worked on Props and environment.

Dec 2019 – June 2021 3D Senior Texturing Artist at Motion PhilmCGI Studios, Pune.

“JUBILEE” Web Series Released on 7th April 2023 – Realistic VFX project. EP1, EP3, EP5 & EP9 few shots have my work. Developed realistic, high-quality and re-usable tile able PBR textures by creating a Look-Development setup for colour accuracy to be applied on modular assets. Did R&D for efficient and optimized UV Unwrapping for the assets for reusability and high visual quality. Managed the project related files, folders and assets to keep the project organised. Created detailed documentation related to the usage of the Master Shaders to guide other artists for better understanding. Learned about Maya to Unreal Pipeline. Made simple and procedural complex optimized master shaders in Unreal and created optimized tileable texture maps for the modular assets to achieve the realistic look for virtual production. (*Maya, SP, Unreal Engine, ZBrush, PS*)

Project Beijing Safari (Sequel of **Delhi Safari, 2012**) – Stylised project. Worked on an environment set based on real location. Communicated with the movie's director to match his vision, references and the concept to the final output of the environment assets in the respective aspects of detailing, aesthetics, scale, composition, colour, form, look and feel. Created procedural shaders and textures under project pipeline and technical limitations. Complete displacement based set. Provided artistic and technical solutions which were highly appreciated and satisfactory for the movie director and the studio head in its artistic and technical form. (*Maya, SP, Arnold, Houdini, ZBrush, PS*)

Undisclosed Stylized CGI Animation Project – Created stylised tileable textures for the environment and assets. Worked on hero foreground assets and environment texturing. Was involved in R&D stages for the environment's look development for client's approval. Also did sculpting and used different Softwares to achieve the look required for the assets and environment areas. (*Maya, SP, ZBrush, PS, Redshift*)

March 2018 – Dec 2019 Freelance 3D Designer, Jaipur.

Executed 3D Printing projects, Sculpting, Jewelry Visualization, Photogrammetry and Graphic Designing. Did visualization projects related to products and clothing with a small team.

Created Interior Visualizations. Did modeling, texturing, lighting and rendering. Also, created 360 degree renders for interior rooms for VR experience. Executed interior designing for flats, villas and showrooms. Created the room layouts plans by visiting construction sites. Created & designed room themes with proper space planning, Color themes, material, decorative items, Furniture, Lighting proposals and drapery. Communicated with the clients and project supervisor during the development and implementation of the rooms at the construction site.

July 2016 – Sept 2016 3D Artist at Rams Creative Technologies Pvt Ltd, Jaipur.

Created 3D game assets and characters for company's undisclosed mobile game project. Completed the objectives of the project with technical and artistic aspects. Additionally executed tasks related to promo videos, motion graphics, etc.

April 2016 – July 2016 Graphics Designer & 3D Artist at Rajasthan Patrika Pvt Ltd., Jaipur.

Designed and created digital mailers, web banners, posters, logo, promo video, digital invites, advert banners, 3D products etc. for company's branding in campaigns, and social, cultural, educational and business events. Created motion graphic videos for the company's brand promotion in corporate events like IIFA Awards, GIMA, Keynote, PIE and JSF. The work was published at prime public locations and social media websites.

April 2010 – March 2016 3D Artist at Rohit Fashions Pvt. Ltd, Jaipur.

Produced 3D Men's Ethnic wear clothing visualizations from sketched and 2D garment concept to 3D rendered presentations. Executed product photography, image editing and graphic design work for product branding.

Education

Sept 2016 – Oct 2017 Teesside University, Middleborough (UK)
MA in Computer Animation & Visual Effects '**Merit (A-)**'

Dec 2014 - June 2015 Kalaneri Art Gallery & Academy of Fine Arts.
Certificate in Drawing and Painting. '**Still Life and Anatomy Study**'

August 2010 - March 2013

Maya Academy of Advanced Cinematics.
Advanced Diploma in Animation – Grade 'A'

Interests

Arts: Designing cartoon characters and create different artefacts. Awarded as '**Best Child Artist**' at national level competition in drawing in 2003 and have received several accolades in different fields.

Sports: Represented school, college and the international university as a volleyball team member. I have participated and won several games in volleyball. I keep myself fit by playing sports, doing yoga and gym.

Others: Creating 3D Printed Products, Reading, Playing music instruments, Travelling, Singing, Photography, and Dancing & doing research on subjects like Astrology, Explore Culture, religious history Etc.