

## PROFILE

A Passionate 3D artist equipped with both conceptual skill and technical knowledge. 3 years of Education full time in 3D, doing both individual and group project has taught me how to solve problem creatively and In-depth ability to identify and apply cost-saving techniques. Always ready to learn from others and know the value of time and maintain deadlines effectively to deliver the work with quality.

## WORK EXPERIENCE

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### A Greedy Dream: Group Project

Stop Motion

<b>Work Outline</b>	<ul style="list-style-type: none"><li>• Project focused on making a Stop Motion short film.</li><li>• Headed the team of 14 people towards the final output.</li><li>• Researching about the various topics like the Material, Environment, armature. formation work flow and animating the Character, and forming the pipeline according to it.</li></ul>
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### The lucky Brush: Group Project

3D Animation

<b>Work Outline</b>	<ul style="list-style-type: none"><li>• Responsible for the story and screen play in pre- production.</li><li>• Responsible for Texturing and Lighting the set.</li><li>• Done the modeling, Rigging and Animation of Two main Characters Artist and Brush.</li></ul>
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### Save Water: Group Project for C.E.C

3D Animation

<b>Work Outline</b>	<ul style="list-style-type: none"><li>• Responsible for the story and screen play in pre- production.</li><li>• Has done from Modeling to compositing for the Particular scene of Farmer.</li></ul>
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## CHARACTERS

Has created two Characters from concept to creation.

- Happy Singh cartoonish.
- Black Beast Hyper realistic.

**Show Reel:** <http://dreamchazer.weebly.com/show-reel.html>

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## ACADEMIC PROFILE

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Qualification	Institute	Year of Passing	CGPA/%
BA (Hons.) Digital Media 3D Animation	ICAT(University of Wales) , Chennai	2010	66 Second Class Honours , Division One
XII	DHS, Chennai	2007	81
X	SSM, Chennai	2005	73

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## SKILLS / QUALIFICATIONS

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- Detail Oriented and able to do multitasking effectively.
- Can design character Based on the demand of the concept and trend.
- Create cartoonish, realistic and hyper realistic model with the requirements for rigging and animation.
- Capable of delivering different types of animator friendly rigs cartoon, realistic and hyper realistic based on the concept.
- Have a strong understanding of the animation principles to bring the character to life.
- Well Aware of the Pipeline followed and efficient in doing research and building pipeline for the project.

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## SOFTWARE KNOWN

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Maya, Photoshop, Z-Brush, Combustion, Premiere Pro.

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## INTRESETS

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Drawing, Sculpting, Photography, Cooking and Football.

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## PERSONAL DETAILS

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Date of birth: 7 march 1989  
Languages Known: English, Hindi (Read and Write), Tamil (Spoken)  
Address: 1315, Sec-7, Bahadurgarh (Haryana)  
Mobile: 09283682038