



SUMMARY

A motivated and passionate 3D Artist with a proven ability to develop high quality,

- Has won more than 13 achievements past few years
- 5 years' experience as CG Generalist
- Professional artist with a solid foundation
- Exceptional lighting skills and a strong composition sense.
- Ability to understand 3d scenes development and to work collaboratively
- Ability in the overview of the entire 3d scene process including modeling, texturing, shading, lighting, compositing and post-production.

WORK EXPERIENCE

- 2015- Present** **Seven Deuce Gaming-Senior CG generalist**
 Responsible for, 3D Modeling, Texturing, Lighting, Rigging, Animation and Rendering for game trailer and promos.as well as working under game engine environment unity and Cocos creator.
- 2012- 2015** **X10 productions-VFX artist**
 Responsible for VFX, 3D Modeling, Texturing, Lighting, Rigging, Animation and Rendering, 3D tracking and Match moving with Compositing for TV commercials and Movies
- Academy of Multimedia Design & Technology-Visiting Lecture**
 Responsible for teaching video production
- 2012- 2015** **Elephant and the mouse VFX-VFX artist**
 VFX, 3D Modeling, Texturing, Lighting, Rigging, Animation and Rendering, 3D tracking and Match moving with Compositing

ACADEMIC QUALIFICATIONS

Academy of Multimedia Design & Technology
 BTEC HND Interactive Media (Level 5)
 240+ credits (Distinction)

Academy of Multimedia Design & Technology
 Advanced Diploma of Multimedia Design
 240+ credits (QCF Level 5 equivalent)

SKILLS

- Autodesk Maya, 3ds Max,Mudbox
- Foundry Nuke and Mari
- Pixologic ZBrush
- Adobe Photoshop, After Effects, Premiere, Illustrator,
- VRay
- RenderMan
- FumeFX
- Arnold
- 3d Coat
- Substance painter
- Quixel suite
- Pf track



ACHIEVEMENTS

For the past five years I have come across with different achievements around the world.

Recently I got the hum3d team choice award 2016 at the 3d car render challenge for the artwork "Route66".
 Got the humster3d team choice award 2015 at the 3d car render competition for the artwork "Evil Machine".

My individual short animation project "Chef Almeda" has been officially selected and screened in "indiEarth" Animation Film festival (india) and "Doc Sunback " film festival (Kansas,USA), "Comedy Cluj International Film Festival" for the 7th edition (Romania, Transylvania), and its officially selected and lined up for screening at ,"San Antonio Laughs" Comedy Film Festival (San Antonio, Texas), "CINANIMA 15" animation film festival (Portugal), 2015 "Anim!Arte "- 12th International Student Animation Festival of Brazil, "Singapore World International "Film Festival (Singapore) and "Hong Kong World International "Film Festival (Hong Kong), "Cartoon club" international festival (Italy),"Chilemonos" animation festival (chile).

Won the 1st place in The Gnomon Workshop" COBBLESTONE STREET "Image Challenge.

Few of my artworks "END" and "Sarki" Featured on "Autodesk a Million Stories".

Best VFX and Animation Award at Derana Music Video Awards 2014 for Lassana Desak – Bathiya & Santhush.