

Adityaraj Rajesh Kumar

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EXPERIENCE

FREELANCE 3D ARTIST | ADVANCED DEVELOPMENT INTERN

Mar 2023 - Sep 2024 | Remote

- Created a short promotional animation for a client's car model, using Blender for modeling, lighting, and animation.
- Textured a realistic shoe model for another client, integrating Quixel Mixer and Photoshop for detailing.
- Delivered optimized, high-quality renders and animations suitable for product showcase and branding.

LINUX CUSTOMIZATION ENTHUSIAST (SELF-INITIATED PROJECTS) | INTERN

2018 - Present

- Dual- and quad-booted multiple Linux distributions with Windows, fine-tuning desktop environments (DEs) and window managers (WMs).
- Resolved post-install issues independently and assisted peers in setting up and troubleshooting Linux systems.
- Explored tiling workflows using i3, bspwm, and KDE for functional and aesthetic customization.

PROJECTS

3D ART PORTFOLIO | PATH-PLANNING LEAD

Sep 2020 - Present

- Developed a collection of over 30+ high-quality 3D illustrations showcasing storytelling through lighting, composition, and world-building.
- Created short animations emphasizing motion, mood, and atmospheric design.
- Continuously improving through BlenderNation, ArtStation critiques, and experimental workflows.

EDUCATION

VELLORE INSTITUTE OF TECHNOLOGY

BTECH IN COMPUTER SCIENCE & ENGINEERING (SPECIALIZATION IN AI & ML)

Expected: May 2026 | Bhopal

Cum. GPA: 7.86

SKILLS

3D DESIGN & TOOLS

3+ years:

Blender • Photoshop • World Creator • Quixel Mixer

SPECIALIZATIONS

Texturing • Lighting • Composition • Animation • Storytelling

PROGRAMMING

2+ years:

Python • C++

COURSEWORK

UNDERGRADUATE

Artificial Intelligence
Machine Learning
Data Structures
Operating Systems
Linear Algebra
Probability & Statistics

LINKS

Github:// **AdityaRaj717**

LinkedIn:// **Aditya Raj**