

# Ayush Chandekar

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Tech-savvy Web Developer with proficiency in HTML, CSS, JavaScript, MongoDB, Reactjs. Led Blender art projects with complex dynamics and animation. Certified in Digital Marketing and Linux. Strong problem-solving skills.



## EDUCATION

<b>Bachelor of Technology - BTech</b> MIT Academy of Engineering, Alandi, Pune	<b>Sep 2023 - Present</b>
<b>Higher Secondary Certificate (HSC)</b> New English Junior College	<b>Jun 2021 - Aug 2022</b> <b>GPA: 92.84%</b>
<b>Secondary School Certificate (SSC)</b> Chanakya School Of Intelligence	<b>Aug 2019 - Apr 2020</b> <b>GPA: 80%</b>



## SKILLS

**tech stacks:** C , C++, Python  
**web development:** HTML, CSS , JS , bootstrap , MongoDB , Reactjs  
**Design Skills:** Blender, Photoshop , premiere pro , Davinci resolve , fl studio

## CERTIFICATIONS

<b>Fundamentals of digital marketing (Credential ID: 243568839)</b>  by Google	<b>Jan 2024</b>
<b>Basic Introduction to Linux Course</b>  by Simplilearn	<b>Dec 2023</b>

## PROJECTS

<b>youtube Music edits</b> 	<b>Jan 2021 - Present</b>
Played a pivotal role in managing and producing content for a music-edit video YouTube channel using Blender, showcasing expertise in video editing, motion graphics, and visual storytelling. Responsibilities included: <ul style="list-style-type: none"><li><b>Content Creation and Editing:</b> Produced engaging music edit videos by synchronizing visuals with audio tracks, utilizing Blender's video editing capabilities to achieve seamless transitions and effects.</li><li><b>Motion Graphics and Animation:</b> Integrated motion graphics and animations to enhance video aesthetics, adding visual interest and dynamic elements to the content.</li><li><b>Graphic Design and Branding:</b> Designed channel graphics, thumbnails, and overlays, ensuring consistent branding and a professional look across all videos.</li><li><b>Audio Visual Sync and Timing:</b> Meticulously synced visuals with music beats and tempo, demonstrating precision and attention to detail in audio-visual coordination.</li><li><b>Render Optimization and Quality Control:</b> Managed rendering processes to optimize video quality and file sizes for online distribution, ensuring smooth playback on various platforms.</li><li><b>Audience Engagement and Community Interaction:</b> Engaged with viewers through comments, feedback, and community interactions, fostering a loyal and growing audience base.</li></ul> This project underscores proficiency in leveraging Blender for video editing and motion graphics to create compelling and visually appealing content tailored for online audiences.	
<b>blender art work</b> 	<b>Feb 2024 - Apr 2024</b>
<b>Blender Infinite Loop Simulation Project</b> Led the development of an intricate infinite loop simulation using Blender, demonstrating advanced proficiency in 3D animation and dynamics. Responsibilities included: <ul style="list-style-type: none"><li><b>Conceptualization and Design:</b> Spearheaded the conceptualization phase, translating abstract ideas into a visually captivating looped animation concept.</li><li><b>Scene Setup and Modeling:</b> Created and optimized 3D assets within Blender to populate the simulation environment, ensuring realism and scalability.</li><li><b>Particle Systems and Dynamics:</b> Implemented complex particle systems and dynamics to simulate perpetual motion within the loop, showcasing expertise in physics-based animation.</li><li><b>Animation and Iterative Refinement:</b> Directed the animation process, refining key movements and transitions to achieve seamless looping effects.</li><li><b>Lighting and Rendering:</b> Orchestrated lighting setups to enhance visual appeal and mood, optimizing render settings for high-quality output.</li><li><b>Post-Processing and Finalization:</b> Applied post-processing techniques to polish the final sequence, ensuring coherence and impact.</li></ul> This project exemplifies ability to leverage Blender's capabilities for dynamic and engaging simulations, highlighting strong leadership and technical skills in 3D animation and visual storytelling.	

Blender 3D Creature Project

Utilized Blender software to design and develop a highly detailed 3D creature from concept to completion. Responsibilities included:

- **Conceptualization:** Collaborated with a team to conceptualize the creature's design, considering anatomy, features, and aesthetics.
- **Modeling:** Created the creature's 3D mesh using Blender's modeling tools, ensuring optimal topology for animation and realism.
- **Texturing:** Applied textures and materials to achieve the desired look and feel, incorporating color maps, bump maps, and specular maps.
- **Rigging:** Rigged the creature with a digital skeleton (armature) to enable realistic movement and animation.
- **Animation:** Developed lifelike animations including movement, expressions, and interactions, bringing the creature to life.
- **Lighting and Rendering:** Set up lighting and camera angles to enhance the visual appeal, ensuring a cohesive and engaging final render.
- **Post-Processing:** Applied post-processing techniques to refine the rendered images, including compositing and color correction.

This project showcased proficiency in 3D modeling, texturing, rigging, animation, and rendering within Blender, demonstrating creativity and technical skills in character design and development.

REFERENCES

**Dr. V.C.Wangikar** (Ph.D. in Computer Engineering, Dr. Babasaheb Ambedkar Marathwada University, Aurangabad, 2020. MCA (Engineering Faculty )) • vcwangikar@comp.mitaoe.ac.in

**Mr. B R Patil** (M.Tech (Machine Design) ) • brpatil@mitaoe.ac.in

**Mrs. Sini Ronson** (M.Phil (Mathematics), Veer Narmad South Gujarat University, 2010) • sinironson@esci.mitaoe.ac.in

LANGUAGES

English • Hindi • Marathi • Russian • Spanish