

Bharath Kumar

Architect

bharathsworpace@gmail.com
carve.space



EDUCATION

Sep 2013 - May 2018

ANNA UNIVERSITY, INDIA.
Bachelor of Architecture.

PROFESSIONAL EXPERIENCE

Feb 2019 - Current

CARVE, INDIA.

Chief Executive Officer

Over three years of expertise inside the field of architecture and as a Visualizer, I have expanded the growth medium-scale firm. Developing Augmented for cellphone and web applications. especially proud to present our AR project in Biennale exhibition 2021, Italy. Programmed over 5+ projects in interactive virtual reality for Architecture, Product layout, and Movie enterprise.

Architecture Design Head

Handling over a team of 6 employers, and oversaw the Concept, Form Evolution, Interior, Exterior design, Construction drawings, Virtual Presentations, Project management, Bill of Quantities, As well as completion of over 10+ structures in several years.

Juniour Visual Effect Supervisor

As a VFX artist world, I have been working on World Building, Sci-fi Concept Art, Miniatures models, 3D Digital sculpting, Character design, Products, and Vehicle Design for Indian Films and Advertisements.

MF MEDIA, INDIA.

June 2018 - 2019

Visualizer

Worked with Multi-Million Dollar companies as an Interior and Exterior designer, 3D visualizer, Advertisement consultant, Concept, Storyboard Artist, Animation Walkthrough, with 7+ Approved Facade designs, Gained lots of knowledge in Design and Development in Web Applications for Mistubishi Products.

DKA Architecture

Feb 2016 - 2017

Intern

Architecture Digital Drawings, Facade designs, Form Development, Construction Drawing, Toilet Detail drawings, 3D Rendering, Scheme drawings, Interior Wall Elevation.

COMPETITION

Shortlisted in "URBAN short flim" Documentation Moive" - 2021.
Biennale Exhibition - 2021
CG Traders - Victorian Era Concept art 2020.

Runner up in GRIHA, competition - 2016.
INSDAG cometition - 2015.
NASA product design winner - 2014.

WORK

Portfolio : <https://www.linkedin.com/in/bharath-kumar-9a98721a1/>
Showreel : <https://www.youtube.com/watch?v=j0ZN12SRMA8>
Virtual Reality showreel : <https://www.youtube.com/watch?v=ErVa5Ej5L3s>
Biennale Exhibition : <https://carve.space/ar01/>

SOFTWARE

Maya	Lumion	3DS max	Premiere pro	Houdini	Mocha pro
Zbrush	Blender	Autocadd	Unreal engine	PF track	After effects,
Hit flim	Keyshot	Cinema 4d	Google sketch up	Mud box	Davinci Resolve.

TECHNICAL SKILL

Interactive Virtual Reality and Augmented Reality user interface, Digital painting, Sculpting, C++, Concept Art, Virtual Architecture, Photorealistic renders and Microsoft Office Suite.