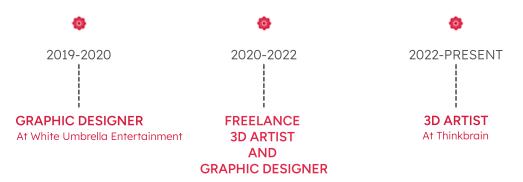


INTRODUCTION

As a 3D artist and graphic designer, I am constantly seeking out new challenges and opportunities to learn and grow. With a strong foundation in industry-standard software such as Autodesk Maya, Substance painter, Zbrush, Adobe Creative Suite, I am eager to expand my skillset and explore emerging technologies. I am a quick learner and thrive in collaborative environments, where I can share my knowledge and expertise while also absorbing new ideas and techniques from my peers. Whether it's working on a 3D modeling project or designing a sleek new logo, I am committed to delivering high-quality work that exceeds expectations. Let's work together and push the boundaries of what's possible!

WORK EXPERIENCE



EDUCATION

Bachelor degree in Animation and Multimedia From Kalinga University (2015-2018)

SOFTWARES



- M MAYA
- Substance Painter
- Zbrush
- Speedtree
- Photoshop
- After Effect
- Premiere Pro
- Figma
- Illustrator

3d modelling

Texturing

Animation

Graphic design

Motion graphic

Video editing

UI/UX

LANGUAGES

HINDI ENGLISH