

MANOJEYAM

PASSIONATE 3D ARTIST AND CONTENT CREATOR PURSUING A CAREER
IN VISUAL EFFECTS

CONTACT



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[Manojeyam/linkedin](https://www.linkedin.com/in/Manojeyam/linkedin)

HARD SKILLS

- **Proficiency in Maya** | 3D Modeling
- **Substance Painter** | Texturing
- **Unreal Engine**
- **3DEqualizer** | Match Moving
- **After Effects** | Video Editing
- **Nuke** | Rotoscoping

EDUCATION

- **3D Animation and Visual effects**
Nexdemy IT Training Pvt Ltd,
Chennai - 600129.
July 2023 - Dec 2023
- **BSc Physics**
Kamarajar Gov Arts & Science
College, Surandai, Tenkasi.
Graduated: 2022

SOFT SKILLS

- Attention to Detail
- Self-directed and self-motivated learning
- Empathy
- Problem-solving

WORK HISTORY

- **3D Artist Intern**
Nexdemy | Chennai
Dec 2023 - Feb 2024
- **Video Editor and Content Creator**
Instagram | Chennai
Jan 2021 - Present

PROFESSIONAL SUMMARY

- Accomplished 3D Artist specializing in intricate and versatile modeling techniques, along with environment art. Adept at utilizing Maya, Substance Painter, and Unreal Engine for 3D modeling, PBR texturing, and real-time rendering. With a keen eye for detail and a strong dedication to problem-solving, eager to apply these skills as a 3D Artist in the VFX field. Enthusiastic about contributing to captivating visual narratives and collaborating effectively within creative teams.

PROJECT

1.Sci-Fi Lab Showcase in

Maya:

- Developed and textured a hard surface model in Maya, showcasing intricate design.
- Created 15+ high-quality 3D models of futuristic sci-fi laboratory equipment and assets, demonstrating expertise in 3D modeling and texturing.
- Focused on modeling and texturing various elements such as high-tech machinery, control panels, and futuristic props.
- Conceptualized and executed complex designs for a visually appealing scene, receiving 95% positive feedback from Instructor.

2.Darth Vader's Domain in

Unreal Engine:

- Developed a photorealistic environment scene in Unreal Engine.
- Created dynamic lighting, realistic materials, and atmospheric effects.
- Demonstrated skills in environment creation and scene composition.

3.Quantum Teleportation Visualization:

- Developed a visually captivating 3D representation of quantum teleportation using Unreal Engine.
- Implemented dynamic lighting and animations to illustrate the complex scientific concept.
- Demonstrated the ability to translate abstract ideas into engaging and understandable visual experiences.

PORTFOLIO



[Manojeyam/Artstation](https://www.artstation.com/Manojeyam/Artstation)



[@mano.3e](https://www.instagram.com/mano.3e)