MOHANKUMAR.G

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OBJECTIVE

I'm a Graphic Designer and 3D Artist skilled in Blender and Adobe Creative Suite, with a passion for creative design, 3D modeling, branding, and visual storytelling. I'm currently exploring game development using Unity and Unreal Engine, and continuously expanding my expertise in both graphic and 3D design tools. With a foundation in programming, I enjoy combining artistic creativity and technology to create impactful and visually engaging designs.

EDUCATION

Master of Computer Science, SNMV College of Arts and Science, Coimbatore.   2022 - 2024
Percentage: 84%

Bachelor of Computer Science, SNMV College of Arts and Science, Coimbatore.   2019 - 2022
Percentage: 71%

Graphic Design Certification Course, Fortune Innovatives, Tiruppur.   2025
Focused on Adobe Photoshop, Illustrator, Coreldraw.

SKILLS

- Graphic Design
- 3D Modeling
- Logo & Branding
- Typography & Layout
- Social Media Creatives
- Game Development
- Game Design
- Programming

TECHNICAL SKILLS

- **Graphic Design:** Adobe Photoshop, Illustrator, InDesign, CorelDRAW, Canva, Figma.
- **3D Modeling:** Blender, Maya, 3ds Max.
- **Game Engines:** Unity, Unreal Engine.
- **Programming:** HTML, CSS, Python.

PROJECTS

- **3D Isometric Bedroom Model:**
  Created a stylized isometric 3D bedroom model using Blender. Modeled and textured objects like a bed, shelf, and drawer with modifiers to ensure precision and efficiency.

- **3D Isometric Treasure Model:**
  Designed an isometric treasure scene featuring objects like barrels, chests, and swords. Applied advanced modeling techniques using array, mirror, and bevel modifiers.

- **Low-Poly City Model:**
  Developed a procedural low-poly city using Blender's Geometry Nodes. Implemented scalable designs for buildings and used orthographic camera settings for rendering.

- **3D Realistic Forest Model:**
  Created a realistic forest model using free textures and the A.N.T. Landscape add-on. Applied particle systems for tree distribution and compositing techniques for enhanced realism.