MOHANKUMAR.G

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OBJECTIVE

I'm a 3D artist skilled in Blender, passionate about modeling, sculpting, and animation. I'm exploring game development with Unity and Unreal Engine, always looking to grow my skills in other 3D tools. With some programming knowledge, I enjoy blending creativity and technology to bring ideas to life.

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%

SKILLS

- 3D Modeling
- Game Development
- Game Design
- Web Design
- UI/UX Design
- Programming

TECHNICAL SKILLS

- **3D Modeling & Animation:** Blender
- **Game Engines:** Unity, Unreal Engine
- **Programming Languages:** HTML, CSS, Python
- **Tools and Software:** Visual Studio, Gaea, WordPress, Canva

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.

- **Low-Poly Building Collection:**
  Created a set of low-poly buildings with clean, simple materials, using efficient modeling techniques. Rendered them with Eevee to balance performance and visual quality.