

G.MOHANKUMAR

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 <https://mohan1256.github.io/portfolio/>

ABOUT ME

- A designer with a strong foundation in Blender, passionate about 3D modeling ,sculpting, animation, and realistic modeling. Also interested in game development, exploring Unity, and eager to expand skills in other 3D applications while leveraging basic programming knowledge.

SKILLS

- 3D Modeling and design
- Game development
- Game design
- Web design
- UI/UX design
- Programming

TECHNICAL SKILLS

- **3D Modeling & Animation:**
Blender
- **Game Engines:** Unity
- **Programming Languages:**
Html, Css, Python, C++,
java.
- **Tools and software:**
Visual studio, Gaea,
WordPress. Canva

LANGUAGES

- English
- Tamil

PROJECTS

1. 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.

2. 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.

3. 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.

4. 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.

EDUCATION

MASTER OF COMPUTER SCIENCE

SNMV COLLEGE OF ARTS AND SCIENCE 85%
2022 - 2024

BACHELOR OF COMPUTER SCIENCE

SNMV COLLEGE OF ARTS AND SCIENCE 71%
2019 - 2022