

# KAMMARI ACHYUTH

ARTIST & PROGRAMMER

## CAREER OBJECTIVE

To succeed in an environment of growth and excellence and earn a job which provides me job satisfaction and self-development and help me achieve personal as well as organizational goals.

## EDUCATION

Bachelor of Fine Arts 4years (Animation and VFX) (2018-22)

12th Accounts and Maths from TS Board  
2years NRI Junior College (2016-18)

10th from S.S.C Board 1year Right High  
School GPA 8.3

## ADDITION SKILLS

Analytical thinking, planning  
Accuracy and attention to details  
Problem Solving

## CONTACT



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Chintal, Hyderabad.

## TOOLS

Modelling, Texturing, Photoshop, Illustrator, UI  
UX design, Unity 3D, Visual Studio.

## LANGUAGE KNOWN

English, Telugu, Hindi.

## TECHNICAL SKILLS

C#, .net Framework.

## WORK EXPERIENCE

Worked as 3D Artist for JCB Training Simulator,  
Worked as UI UX Designer & junior programmer  
for MMG & AGL Firing Simulator.