

RUMESH KUMARAN K

STUDENT, 3D Artist

OBJECTIVE:

I combine technical expertise and artistic skills to create innovative 3D art and tech solutions. Passionate about crafting visually stunning experiences, I stay ahead of industry trends. Committed to continuous growth, I strive to contribute meaningfully to the creative field.

EDUCATION:

Nandha Engineering College – Erode

B.E. Computer Science and Engineering
CGPA Up to 4th Sem: 7.5%

BHARATHI VIDYA BHAVAN Matric Hr. Sec. School – Erode

Higher Secondary Percentile: 51%
Completed on 2022

Jaycees Matric Hr. Sec. School – Erode

Secondary Percentile: 75%
Completed on 2020

PROJECTS:

Flappy Bird Game using Unity - Engine

C#, Unity engine, Photoshop, Visual Studio 2022

FPV car using ESP-32 cam, ESP-8266 and BLDC-kv-1400

C++, servo, ESP-8266, ESP-32 camera, Arduino – IDE

Mini Adventure Island game -using JAVA

JAVA, Swing library, AWT library, Photoshop, IntelliJ IDE

Face & Voice detection model using Python

OpenCV, NumPy, OS, speech recognition, pyttsx3, pytz, requests datetime, PyCharm IDE, DuckDuckGo-API are the libraries used

ADDITIONAL:

- Won second place in innovation day'24 conducted by Nandha Engineering College
- Participated on 12hr hackathon conducted by Nandha Engineering College

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[Rumesh kumaran - LinkedIn](#)

[Rumesh Kumaran-
ArtStation](#)

Experience:

- Worked as a 3D artist intern in D-MAK studio pvt ltd in Bangalore

LANGUAGES:

Tamil, English, Hindi

TECHNICAL SKILLS:

- UNITY
- Substance 3d painter
- Marmoset Toolbag
- 3Ds Max
- JAVA
- C#
- C+

CERTIFICATES:

- Cloud Computing (55%) -NPTL
- Intro to Software Development – NITT
- Introduction to Computational Science with python – NITT
- JAVA [BASIC] - Hacker Rank