

RUMESH KUMARAN K

STUDENT, 3D Artist, AR/VR developer

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 5th 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:

AR 3D Furniture App using Unity -Engine

I have created an AR furniture app using the unity engine and the assets made by myself and the some in the assert store

VR Gun Assembly Simulator using Unity -Engine

using C# and the meta quest 2 developer hub connected with the unity engine's socket plugins we are able to create a stunning VR app for meta quest 2

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

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](#)

[See my portfolio](#)

Experience:

- Worked as a 3D artist intern in D-MAK studio pvt ltd in Bangalore
- Worked as an intern for VR development in AllReal in Coimbatore

LANGUAGES:

Tamil, English, Hindi

TECHNICAL SKILLS:

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

CERTIFICATES:

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