

ROHIT IPPAKAYAL

3 D M O D E L E R A R T I S T

PROFILE

Creative and detail-oriented 3D Modeler and Texture Artist with expertise in high-quality 3D modeling, UV unwrapping, and realistic texturing. Skilled in shading, materials, and surface detailing, with a strong artistic eye and technical proficiency. Proficient in industry-standard tools including Maya, ZBrush, Substance Painter, Substance Designer, Photoshop, Marvelous Designer, and Marmoset Toolbag. Experienced in creating immersive assets for games, films, and digital media, with a passion for innovation, learning new tools, and continuous growth in 3D art.

EDUCATION

2020 - 2021

Shri. R.J Patel Shriji Vidhyalay
Higher Secondary Certificate
(HSC)

2021 - 2024

Arena Animation
Animation & VFX certified

SKILLS

- Hard surface modeling
- Asset design
- Texturing
- Lighting
- 3D cloth design

EXPERIENCE

2024 - Present

1.6 years

AARAARK STUDIO

Props Artist

SOFTWARE

- Adobe desk Maya
- Zbrush
- Adobe substance Painter
- Adobe Photoshop
- Marmoset toolbag
- Adobe substance designer
- Marvelous designer

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