



Vishal Jalla
Animation & Gaming Student
3D Modelling and texturing

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EDUCATION

BFA Digiquest Academy

08/2016 - 08/2020

Hyderabad

BFA

- Animation & Gaming

XII(TSBIE) Sri Nidhi Jr. College

06/2013 - 04/2015

Madhira

MPC

- MPC

X(SSC) Saraswathi Vidyalayam

06/2012 - 05/2013

Madhira

PERSONAL PROJECTS

3D Architecture Visualization

- It is about how I learned the proper ins and outs of architecture visualization when it comes to 3d style, and how much the pipeline varies from one concept to another. My observations and thoughts on the process of architecture visualization are also mentioned in my project. I chose this project to be in my submission as I enjoy the 3d modeling and visualization to get a realistic output.

Low Poly Isometric Room 3D Model

- This project is designed Using **Adobe Maya**.

WORK EXPERIENCE

Free Lancer 3D Models

SKILLS

MS. Office

Windows Family

Adobe Maya

C Language

HTML,CSS,JS

ACHIEVEMENTS

Indywood Film Carnival (2016)

Indywood Film Carnival has been a platform to meet, connect and showcase the best of India's numerous film industries with national and international stakeholders of cinema. It is where film makers, production houses, technology providers and aspiring artists converge to make the dream of a unified Indian film industry a reality.

AVCG Cricket League (2018)

Participated in AVCG Cricket League in DigiQuest vc MAAC(Dilshuknagar) in VBCC Cricket Grounds Hyderabad

CERTIFICATES

C/C++

In Udemy

Adobe Photoshop CC – Essentials Training

In Udemy

Complete Guide to 3D Animation in Maya

Udemy

Model and Texture a Stylized Dungeon for Games

Udemy

Unity Game Development Course

DigiQuest Academy

LANGUAGES

English

Full Professional Proficiency

Hindi

Professional Working Proficiency

Telugu

Native or Bilingual Proficiency

PERSONAL SKILLS

Communication

Teamwork

Adaptability

Punctuality

Flexibility

Problem Solving Abilities

Patience

Persuasion