DIPEN JAMKATEL

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Summary

Aspiring 3D Artist & Interactive Media Developer with expertise in modeling, texturing, rigging, animation, and rendering using Maya, Zbrush, Unreal Engine, and Substance Painter. Passionate about animation and game development, with a strong foundation in digital asset creation and real-time rendering.

Skills

- **3D Software:** Maya, Zbrush, Unreal Engine, Blender
- **Texturing & Rendering:** Substance Painter, Substance Designer, Photoshop
- **Animation & Rigging:** Autodesk Maya, Adobe Animate, Blender
- **VFX & Compositing:** After Effects, Fusion
- **Game Development:** Unreal Engine
- **Web & Video Editing:** Dreamweaver, Premiere Pro
- **Scripting:** Basic Python for scripting in Blender and Maya to automate processes and enhance workflow.

Education

Loyalist college of Applied Arts and Technology – [2022-2025]

- **Relevant Courses:** 3D Modeling, Digital Sculpting, Animation Fundamentals, Visual Storytelling, Motion Graphics, Digital Rendering, Project Management, Web Authoring, Programming.

Certification

- Contracting for Creatives -Platform (LinkedIn Learning)
  - Creative Entrepreneurship
- Copyright for Creatives -Platform (LinkedIn Learning)
  - Copyright Law