



SIDHESWAR S

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EDUCATION

2023 - 2026

SRI KRISHNA ADITHYA COLLEGE
OF ARTS AND SCIENCE

- BACHELOR OF COMPUTER
SCIENCE

2023 - 2025

IMACC ANIMATION ACADEMY

- DEGREE IN ANIMATION

SKILLS

- Project Management
- 3d animation
- Poster designing
- Problem solving
- Programming & Software
Development
- Critical Thinking

LANGUAGES

- English (Fluent)
- French (Basic)
- Tamil (Fluent)
- Malayalam (Intermediate)

PROFILE

I am a dedicated student pursuing a BSc in Computer Science alongside a degree in Animation, passionate about integrating technology with creative design. With a strong foundation in programming, software development, and digital artistry, I have a keen interest in game development, interactive media, and 3D animation. Proficient in various programming languages and animation tools, I thrive in both technical and creative environments, tackling projects that challenge me to think innovatively. My goal is to contribute to the fields of animation, gaming, and software development by leveraging my unique blend of skills to craft engaging and immersive digital experiences.

ACADEMIC EXCELLENCE

PAPER PRESENTATION

- I have presented paper on multiple occasions and some of my paper
- i have presented on an inter national conference held on hindustan college of arts and science about a project on multi lingual chat application
- And also presented on another international conference held on kpr college of arts and science about a project on converting hand gesture to words

INTERNSHIP EXPERIENCE

- Completed an internship in Networking, where I gained hands-on experience in network configuration, troubleshooting, and security management. Worked with network hardware, protocols, and system administration, enhancing my problem-solving skills and understanding of IT infrastructure. This experience has strengthened my technical foundation, complementing my studies in Computer Science and Animation by providing practical knowledge of real-world network operations.

ANIMATION

- Skilled in Adobe Photoshop, Illustrator, Maya, and After Effects for graphic design, 3D modeling, animation, and motion graphics. Experienced in character design, texturing, and rigging, with a strong focus on visual storytelling and detail.