

# Vijaykumar I

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## Summary

Motivated Animation Diploma graduate with a solid foundation in **3D modeling** and **animation**. Skilled in industry-standard software like **Maya**, **ZBrush**, **Blender**, and Adobe Creative Suite. Proven problem-solving abilities are evident in the successful design of realistic 3D models. I am eager to contribute technical proficiency, creativity, and a passion for visual storytelling to a dynamic team in animation /and 3D modeling.

## Experience

### Intern | Digital Magic Visuals (1) Ltd

Chennai, India

January 2024 – March 2024

- Contributed to the project "Whispers of the Past" during a 2-month internship.
- Demonstrated sincerity, hard work, and commitment while working on animation and 3D modeling tasks.
- Gained practical experience in 3D modeling and animation, collaborating with a professional team.
- Utilized industry-standard software such as Autodesk Maya and ZBrush in project workflows.

## Skills

**Skills:** 3D Modeling, 3D Animation, Sculpting, Rendering

**Software:** Autodesk Maya, Blender, Adobe Photoshop, ZBrush, Adobe Animate, Substance Painter

**Tools:** FlipaClip (for 2D animation)

## Education

**Diploma in Animation**, Davinci Media College , Vels University

June 2021 - May 2024

- CGPA: 5.830
- Coursework:** 3D Modeling & Texturing, Character Design and Animation, Visual Effects (VFX) & Compositing, Storyboarding and Pre-Visualization, Rendering Techniques and Lighting

## Projects

### 3D Model of Mosquito Robot

September 2024

- Created a detailed 3D model of a mosquito robot, focusing on mechanical design and texturing.
- Tools Used: Blender, Texturing

### 3D Model of Human Robot

August 2024

- Modeled a realistic human robot, emphasizing detailed features and articulation.
- Tools Used: ZBrush

### 3D Model of Game Character

August 2024

- Designed and modeled a detailed game character for interactive media.
- Tools Used: ZBrush

### Head Spin Dance Animation

July 2024

- Created a dynamic head spin dance animation showcasing character movement and fluidity.
- Tools Used: Maya

### 3D Model of Vinayagar

July 2024

- Modeled a detailed 3D representation of Vinayagar, focusing on traditional aesthetics.

<ul style="list-style-type: none"> <li>Tools Used: ZBrush</li> </ul>	
<b>3D Model of Human Head</b>	June 2024
<ul style="list-style-type: none"> <li>Developed a realistic 3D model of a human head, emphasizing anatomical accuracy.</li> <li>Tools Used: ZBrush</li> </ul>	
<b>3D Model of a Girl</b>	May 2024
<ul style="list-style-type: none"> <li>Created a detailed 3D model of a female character, focusing on character design and textures.</li> <li>Tools Used: ZBrush</li> </ul>	
<b>3D Model of Water Monster</b>	April 2024
<ul style="list-style-type: none"> <li>Designed a 3D model of a water monster, incorporating realistic water effects and textures.</li> <li>Tools Used: ZBrush</li> </ul>	
<b>3D Model of Banshee Avatar</b>	March 2024
<ul style="list-style-type: none"> <li>Modeled a banshee avatar with intricate details and ethereal textures for visual impact.</li> <li>Tools Used: ZBrush</li> </ul>	
<b>3D Model of Snake</b>	February 2024
<ul style="list-style-type: none"> <li>Created a realistic 3D model of a snake, focusing on scales and movement dynamics.</li> <li>Tools Used: ZBrush</li> </ul>	
<b>3D Model - Rotary Dial Phone</b>	January 2024
<ul style="list-style-type: none"> <li>Modeled a vintage rotary dial phone with detailed textures and historical accuracy.</li> <li>Tools Used: Maya, Substance Painter</li> </ul>	
<b>3D Model of Sci-Fi Gun</b>	November 2023
<ul style="list-style-type: none"> <li>Developed a futuristic sci-fi gun model for gaming and interactive media.</li> <li>Tools Used: Maya</li> </ul>	
<b>3D Model of a House</b>	October 2023
<ul style="list-style-type: none"> <li>Designed a detailed 3D model of a house, including interior and exterior elements.</li> <li>Tools Used: Maya, Blender</li> </ul>	
<b>3D Model of Saber-toothed Tiger</b>	September 2023
<ul style="list-style-type: none"> <li>Created a realistic 3D model of a saber-toothed tiger, focusing on anatomical details.</li> <li>Tools Used: Maya, ZBrush</li> </ul>	
<b>3D Model - Fusion of Man and Animal</b>	August 2023
<ul style="list-style-type: none"> <li>Modeled a fusion of human and animal forms, showcasing creativity and advanced modeling skills.</li> <li>Tools Used: Maya</li> </ul>	
<b>2D Animation of Girl Walking</b>	2022
<ul style="list-style-type: none"> <li>Created a 2D animation of a girl walking, demonstrating fundamental animation principles.</li> <li>Tools Used: FlipaClip</li> </ul>	
<b>2D Animation of Orange</b>	2022
<ul style="list-style-type: none"> <li>Developed a 2D animation of an orange, focusing on movement and visual effects.</li> <li>Tools Used: FlipaClip</li> </ul>	
<b>2D Animation of Growth of Plant from a Sprout</b>	2022
<ul style="list-style-type: none"> <li>Animated the growth of a plant from a sprout, showcasing skills in 2D animation and environmental effects.</li> <li>Tools Used: FlipaClip</li> </ul>	