Vijay kumar 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 **Photoshop**. 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 **animatio**n and **3D modelin**g 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.

- Tools Used: **ZBrush**

3D Model of Human Head   June 2024
- Developed a realistic 3D model of a **human head**, emphasizing anatomical accuracy.
- Tools Used: **ZBrush**

3D Model of a Girl   May 2024
- Created a detailed 3D model of a **female character,** focusing on character design and textures.
- Tools Used: **ZBrush**

3D Model of Water Monster   April 2024
- Designed a 3D model of a **water monster,** incorporating realistic water effects and textures.
- Tools Used: **ZBrush**

3D Model of Banshee Avatar   March 2024
- Modeled a **banshee avatar** with intricate details and ethereal textures for visual impact.
- Tools Used: **ZBrush**

3D Model of Snake   February 2024
- Created a realistic 3D model of a **snake**, focusing on scales and movement dynamics.
- Tools Used: **ZBrush**

3D Model - Rotary Dial Phone   January 2024
- Modeled a vintage **rotary dial phone** with detailed textures and historical accuracy.
- Tools Used: **Maya, Substance Painter**

3D Model of Sci-Fi Gun   November 2023
- Developed a futuristic **sci-fi gun** model for gaming and interactive media.
- Tools Used: **Maya**

3D Model of a House   October 2023
- Designed a detailed 3D model of a **house**, including interior and exterior elements.
- Tools Used: **Maya, Blender**

3D Model of Saber-toothed Tiger   September 2023
- Created a realistic 3D model of a **saber-toothed tiger,** focusing on anatomical details.
- Tools Used: **Maya, ZBrush**

3D Model - Fusion of Man and Animal   August 2023
- Modeled a **fusion of human and animal** forms, showcasing creativity and advanced modeling skills.
- Tools Used: **Maya**

2D Animation of Girl Walking   2022
- Created a 2D animation of a **girl walking**, demonstrating fundamental animation principles.
- Tools Used: **FlipaClip**

2D Animation of Orange   2022
- Developed a 2D animation of an **orange**, focusing on movement and visual effects.
- Tools Used: **FlipaClip**

2D Animation of Growth of Plant from a Sprout   2022
- Animated the **growth of a plant from a sprout**, showcasing skills in 2D animation and environmental effects.
- Tools Used: **FlipaClip**