

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 **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"> Tools Used: ZBrush 	
3D Model of Human Head	June 2024
<ul style="list-style-type: none"> Developed a realistic 3D model of a human head, emphasizing anatomical accuracy. Tools Used: ZBrush 	
3D Model of a Girl	May 2024
<ul style="list-style-type: none"> 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
<ul style="list-style-type: none"> Designed a 3D model of a water monster, incorporating realistic water effects and textures. Tools Used: ZBrush 	
3D Model of Banshee Avatar	March 2024
<ul style="list-style-type: none"> Modeled a banshee avatar with intricate details and ethereal textures for visual impact. Tools Used: ZBrush 	
3D Model of Snake	February 2024
<ul style="list-style-type: none"> Created a realistic 3D model of a snake, focusing on scales and movement dynamics. Tools Used: ZBrush 	
3D Model - Rotary Dial Phone	January 2024
<ul style="list-style-type: none"> 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
<ul style="list-style-type: none"> Developed a futuristic sci-fi gun model for gaming and interactive media. Tools Used: Maya 	
3D Model of a House	October 2023
<ul style="list-style-type: none"> 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
<ul style="list-style-type: none"> 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
<ul style="list-style-type: none"> Modeled a fusion of human and animal forms, showcasing creativity and advanced modeling skills. Tools Used: Maya 	
2D Animation of Girl Walking	2022
<ul style="list-style-type: none"> Created a 2D animation of a girl walking, demonstrating fundamental animation principles. Tools Used: FlipaClip 	
2D Animation of Orange	2022
<ul style="list-style-type: none"> 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
<ul style="list-style-type: none"> Animated the growth of a plant from a sprout, showcasing skills in 2D animation and environmental effects. Tools Used: FlipaClip 	