

JENIFER

3D software Developer

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EDUCATION

THE STANDARD FIREWORKS
RAJARATNAM COLLEGE FOR WOMEN
B.COM(CA) 70%

Sivakasi

2017 - 2020

SRI RAO BAHADUR A.K.D.DHARMARAJA
GIRLS HIGHER SECONDARY SCHOOL

WITH 92%

Rajapalayam

2017

Full stack development course
GUVI

SKILLS

- Reactjs
- NodeJS
- HTML
- CSS
- Javascript
- TailwindCss
- MySQL
- Python

EXPERTISE

- Javascript
- Babylonjs
- ReactJS
- Nodejs
- Html
- TailwindCss
- Blender
- MeshLab

ABOUT ME

I am Jenifer. I am a 3d software developer. 3 years experience in JavaScript(Babylonjs) Framework. I am working R&D dental project. Innovative 3D Software Developer with experience at Neural Hive Tech, specializing in WebGL and Babylon.js. Proven ability to create dynamic scenes and implement advanced rendering techniques. Proficient in JavaScript and passionate about collaborative problem-solving, delivering high-quality solutions that enhance user experience and engagement.

WORK EXPERIENCE

Neural HIVE Tech Pvt Ltd. Remote- 2022-2025

I am currently working on an R&D project utilizing the JavaScript (Babylon.js) framework, which leverages WebGL technology. The project encompasses various features, including:

- **Vertex Handling:** Management of vertex data. and mesh cutting
- **Vertex Coloring & Painting:** Techniques for enhancing visual appeal, and axis control.
- **Ray Casting:** Implementing ray intersection for interactions
- **Curve Creation:** Creating all types of rendering curves
- **Bounding Box Handling:** Managing object boundaries
- **Scene Picking:** Selecting elements within the scene
- **GPU Mesh Picking:** Efficiently selecting meshes using the GPU
- **Complete Scene Graph:** Including lights, cameras, materials, and meshes, Meshes merging. 360 photos and videos.
- **Exporters:** For glTF, USDZ, OBJ, and Babylon file formats
- **Importers:** For glTF, STL, OBJ, and Babylon file formats
- **Cameras**
 - Universal camera (keyboard/touch/gamepad)
 - Arc rotate camera
 - Free camera
- Physically Based Rendering (PBR)
- **Lighting and Textures**
 - Diffuse lighting and texture
 - Ambient lighting and texture
 - Specular lighting and texture
- Skybox and Skybox Ground Projection
- **Parametric Shapes:** Such as ribbons and tubes
Grids Camera Management

- **Frontend:** Html, Css, TailwindCss, Reactjs.
- **Backend:** Javascript, PHP, Python, Nodejs
- **Database:** MySQL, MongoDB