

# **Rohit Kumar**

#### **3D ENVIRONMENT ARTIST**

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### **ABOUT ME**

3D Environment Artist with 1 year of experience in 3D Animated Short Film and Realistic 3D Environment creating Contests.

Experienced in production realistic renders through different Render Engines used by the Industry.

Able to quickly learn new Pipelines and make immediate contributions.

Consistently meet aggressive deadlines by prioritizing and managing tasks.

I wish to work in a good Organisation where I can put in my efforts and enhance my skills so that I can prove myself as an asset to the Organisation and learn new things which will make me grow with the Organisation.

## **EXPERIENCE**

#### **2021 MAAC 24 FPS**

3d Environment Art Creation (3 Months)

#### **2021 DCGA 3D SHORT ANIMATION FILM**

Worked as a Texturing and Lighting Artist (4 Months)

## **EDUCATION**

## **Diploma in ADVFX Plus**

July 2019 - March 2022

Maya Academy of Advanced Cinematics South Ex. , Delhi

# Bachelors in Computer

**Applications** 

July 2016 - May 2019

Vivekananda Institute of Professional Studies Pitampura, Delhi

## **CERTIFICATES**

Adobe Photoshop Click Here

Autodesk 3ds Max Click Here

Autodesk Maya Click Here

#### SOFTWARES

Adobe Photoshop Adobe Substance 3D Painter

Adobe Premiere Pro Epic Games Unreal Engine

Adobe After Effects Blackmagic Design DaVinci Resolve

Autodesk 3ds Max V-Ray

Autodesk Maya Arnold

Pixologic ZBrush

## **DECLARATION**

I hereby declare that the information furnished above is true to the best of my knowledge and belief.