Comprehensive Portfolio Information - Ayush Panwar

# Personal Information

Name: Ayush Panwar

Date of Birth: December 31, 2004

Location: Rishikesh, Uttarakhand, India

Email: ayushpar31@gmail.com

Phone: +91 9027106550

Languages: Hindi (Native), English (B2 Level – IELTS Overall Band 6.0)

Portfolio: http://ayooshh.artstation.com

# Objective

To contribute to a creative organization where I can apply and enhance my skills in 3D lighting and visualization. I am confident in taking up new challenges and delivering visually compelling work that adds value to the project and the team.

# Education

2022: Shri Guru Ram Rai Public School, Rishikesh

2024: Animation and Multimedia, Animguru Tutorial

# Technical Skills

3D Software: 3ds Max, Maya, Unreal Engine

Rendering Engines: Corona, Arnold

Texturing & UV Mapping: Substance Painter, Rizom UV

Visualization & Preview: Marmoset Toolbag

Image Editing: Photoshop

# English Proficiency

IELTS Academic Test (Date: 28 Dec 2024)

• Listening: 5.5

• Reading: 5.5

• Writing: 6.0

• Speaking: 6.0

• Overall Band Score: 6.0 (CEFR Level B2)

# Portfolio Recommendations

- Ensure all ArtStation projects are titled and categorized properly (e.g., Lighting Study, Product Visualization).

- Add lighting breakdowns: reference images, light passes, before/after comparisons.

- Include turntables or cinematic fly-throughs using Marmoset/Unreal.

- Create a case study per project: scene setup, lighting strategy, software used, challenges, final output.

# Resume Enhancement Suggestions

- Add Experience or Freelance Project Details.

- Organize software knowledge under categories like 3D Software, Rendering, Texturing.

- Add soft skills: team collaboration, attention to detail, problem-solving.

- Polish grammar and spelling.

# "About Me" Website Bio

I’m Ayush Panwar, a passionate 3D Lighting Artist with a strong foundation in visual storytelling, lighting aesthetics, and rendering. Trained in industry-standard tools like 3ds Max, Maya, Corona, and Substance Painter, I create visually compelling environments and assets for games, films, and architectural visualization. With hands-on training at Animguru Tutorial and a creative mindset, I aim to bring realism and mood to digital worlds.  
Explore my work at: http://ayooshh.artstation.com