

NOOR AMEEN SHAIK

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Hyderabad

3D GENERALIST

EDUCATION

Arena Animation

2017

certification in Advance 3d animation

KL University

2016

Bachelor's in Computer science and engineering

Bapatla Polytechnic College

2013

Diploma in Computer management and engineering

The Central Public Schoool

2010

Secondary school Education

SKILLS

Modelling

Texturing & Shading

Rigging

Animation

Lighting & Rendering

TOOLS

Maya

Blender

Unity

Premier Pro

Photoshop

Camtasia

SOFT SKILLS

Teamwork

Problem Solving

Adaptability

Project Management

Collaboration

Critical Thinking

ABOUT ME

Creative 3D Generalist with 7 years of experience in creating visually stunning and technically accurate 3D assets for various media, including Ed tech, video games, film, and advertising. Proficient in all stages of the 3D production pipeline, from concept to final render, with a strong command of industry-standard tools and techniques.

WORK EXPERIENCE

3d Generalist at "JLN Entertainments pvt.ltd"

Nov 2023 - currently working

"worked on an gaming application called BLUBOY"

- Worked collaboratively with art directors, designers, and other team members to align 3D assets with project vision and technical requirements, incorporating feedback and making necessary adjustments.
- Developed detailed 3D models of characters, props, and environments, ensuring high visual quality and optimization for various platforms.
- Designed and implemented character animations and rigging systems to facilitate smooth and realistic motion.
- Set up and adjusted light rigs and rendered high-quality images and animations using rendering engines such as Arnold.
- Stayed up to date with industry trends, new tools, and techniques to continuously improve skills and contribute innovative solutions to the team.

3d Generalist at "WOT studios"

Nov 2022 - Nov 2023

"worked as a contractor at Harman international for USA client called VARIEN"

- Conducted thorough testing and quality assurance of 3D assets, troubleshooting and resolving issues related to performance, appearance, and technical integration.
- Maintained organized asset libraries and followed established production pipelines to ensure consistency and efficiency throughout the asset creation process.
- Streamlined asset creation processes, reducing production time through the implementation of optimized workflows and techniques.
- Designed and implemented character animations and rigging systems to facilitate smooth and realistic motion

3d Generalist at "Practically"

Jan 2022 - Nov 2022

"worked on an e-learning application called Practically"

- Create high-quality 3D models and textures for educational content.
- Develop engaging animations for characters and objects in educational scenarios.
- Develop innovative 3D content to enhance learning experiences.

3d Generalist at "3rd flix visual effects pvt.ltd"

Aug 2019 - Dec 2021

"worked on an e-learning application called Practically"

- Work with educators to align 3D content with educational goals.
- Integrate 3D assets into educational platforms and ensure functionality.
- Incorporate feedback from educators and learners to improve visual content.

3d Animator & Irc artist at "19th Hole Studios"

Mar 2018 - Jul 2019

"worked on domestic projects like BYJUS and chinese project kim & jim"

- Ensure animations have appropriate timing and pacing to convey the intended message or emotion.
- Review and refine animations to meet quality standards and project specifications.

3d Animator at "Big Panda Studios"

May 2017 - Feb 2018

"worked on domestic projects called BYJUS"

- Bring characters to life through movement and expression using 2D or 3D animation techniques.
- Create storyboards that outline the sequence of events and keyframes in the animation.