



DINESH D

8903052664

daviddinesh2061998@gmail.com

Summary

Passionate 3D artist with over 1 years of experience in 3D modeling, Texturing, Lighting and Responsible for creating prob model and Texture using Maya, Substance painter.

Education

SSLC

Arumai Appa Thangam Matric Higher Secondary School Completed, March 2014
State board Marks: 90%

Kanyakumari, Tamil Nadu

HSC

Sree Ramakrishna Matriculation Higher Secondary School Completed, March 2016
State board Marks: 82%

Kanyakumari, Tamil Nadu

B.E, Electronics and Instrumentation Engineering

Saveetha Engineering College Completed, September 2020
Anna University Marks: 7.22[CGPA]
CHENNAI, Tamil Nadu

Training

- Maya Academy of Advanced Cinematics , Delhi (3d animation)

Key Skills

- 3D Software: Maya, 3D Studio Max
- Adobe: Photoshop, Substance painter
- Vray
- Prop Modeling
- Texturing and uv mapping
- Lighting

Specialization

Modelling : creating a variety of 3D models using Maya and 3D Studio Max tools; ensure achieving realistic 3d models.

Texturing : creating photorealistic texture using Substance painter.

Area of Interests : 3D modelling ,Texturing, Lighting.

Portfolio : <https://dineshbc87655.artstation.com/>

Linkedin : <https://www.linkedin.com/in/dinesh-d-2b125a172>

