

PUSHKAR GUPTA

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Youtube | Instagram | LinkenIn | Portfolio

EDUCATION

Galgotias College of Engineering & Technology

Computer Science and Engineering, B.Tech

CGPA: 8.0

Greater Noida, India

2021 - June 2025

SML Kheria SDIC Vishnupuri

Science Stream, 12th

Percentage: 85%

Kanpur, India

2018 - 2020

SKILLS

3D Development:	Blender (Modeling, Rigging, Animation, Simulation, Motion Graphics)
Tools & Platforms:	Unity 3D, Blender, Visual Studio, Git/GitHub
Programming Languages:	C#, Python, C/C++, JavaScript
Libraries & Frameworks:	Pygame, OpenCV, Vuforia SDK.

3D PROJECTS

Abstract 3D Face Designs | Preview

Blender, Procedural Shader, Abstract Design

- Created a **stylized 3D face model** with an artistic, modern design.
- Applied **procedural shader and texture** to create dynamic, evolving visual patterns.
- Integrated custom shading techniques to achieve a surreal, high-contrast aesthetic.
- Rendered in **Cycles**, focusing on high-resolution output for artistic showcases and branding.

Dynamic Motion Loops | Preview

Blender, Motion Graphics, Geometry Nodes

- Developed a seamless **looping animation** using procedural motion techniques in Blender.
- Used **geometry nodes and shader editor** to generate smooth, fluid movement with precise control.
- Designed an abstract, futuristic visual style optimized for high engagement on social media.
- Applied optimized **lighting and shading techniques** to enhance depth and realism.

Fantasy Sword | Link

Blender, 3D Modeling, Texturing, Animation

- Designed a **high-detail fantasy sword** using Blender, incorporating intricate modeling techniques.
- Implemented **realistic materials and PBR textures** to enhance surface details and reflections.
- Create a **short animation** showcasing the sword's movement, lighting, and rendering in **Eevee**.
- Used **compositing techniques** to enhance the final output for the game and cinematic assets.

Basic Rig & Animation | Link

Blender, Rigging, Animation

- Implemented a **four-legged creature rig** with proper bone hierarchy and inverse kinematics.
- Created **realistic movement cycles** with attention to weight shifts and secondary motion.
- Rendered an **animated sequence** while refining **pose transitions and keyframe adjustments** for smoother motion.

CERTIFICATIONS

- Complete C# Unity Game Developer 2D - **Udemy (2024)**

ADDITIONAL

- Actively learning **3D character animation and rigging** in Blender to enhance motion realism.
- Exploring **multiplayer game development** in Unity using Netcode for GameObjects.
- Building an online presence through Blender motion graphics content on **YouTube and Instagram**.