

JAVOHIR QOSIMOV

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PROFILE

Detail-oriented 3D Modeler specializing in texture mapping, UV optimization, and feedback integration. Experienced in creating high-quality assets that enhance visual storytelling. I am skilled in realistic shading techniques and character development for animation and games.

ACTIVITIES AND INTERESTS

- Watching films
- Playing Video Games
- Listening to music
- Chess

KEY SKILLS

- 3d Modeling & Texture Mapping
- Feedback Incorporation
- Blender Expertise
- Character Design & Artistic Development
- CAD Software

WORK EXPERIENCE

3D Modeler

Lola Animation – Tashkent, Uzbekistan

September 2025 – Present

- Created detailed 3D models using industry-standard tools.
- Translated concept art and sketches into production-ready assets.
- Applied advanced shading and texture techniques for realism.
- Revised models based on team feedback
- Utilized UV unwrapping and procedural materials for optimized visuals

EDUCATION

High School Diploma

Polytechnic No. 2 – Cupric

Expected Graduation: June 2025

Courses & Certifications:

- Professional Modeling in Blender – Barzu Ibrohimov
- Animation Basics – Barzu Ibrohimov
- Hand Painting & Sculpting Heads
- The one hundred Chapter Guide to Blender: From Basics to Animation
- AnimCamp 2025 – Participant