**Prajeesh**

Curriculum Vitae



**2D & 3D DESIGN PROFESSIONAL**

**PRAJEES.353049@2freemail.com**

**In quest of top level assignments with Challenge driven Portfolios as a 3D Creative Artist with an organization of high repute**

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|  | **CAREER OVERVIEW** |  |

* A seasoned professional with over 10 years of experience in 3D & 2D interior designing of various Units like, Commercial, Residential, Hotel, Restaurants etc.
* Deft in creating unique designs ensuring the latest trend and development in the interior industry.
* Adept in understanding the Client’s mind and generate the designs distinctive designs that have resulted in significant cost savings and strong gains in profitability.
* Ability to work closely with owners/landlords and associates to determine needs, develop designs and provide relevant sources in support of those needs.
* Ability to manage and achieve stated targets and provide guidance to a team of professionals and supporting staff.
* An excellent communicator with good interpersonal and analytical skills; outstanding success in building and maintaining relations with key corporate decision makers.

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|  | **CORE COMPETENCIES** |  |

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|  | **ORGANISATIONAL SCAN** |  |

* April 2013 onwards – Working in M/s. Vega Solutions, Doha (Qatar) as Senior 3D Creative Artist & Exhibition Designer.
* August 2011 to March 2013 - Worked in M/s. 4D Designs, Trivandrum (India) as Senior 3D Visualizer Lead on the commercial projects for Handling 3D Modeling; Animation; Lighting & Rendering.
* August 2008 to August 2011 – Worked in M/s. Orange Interiors & Exteriors Trivandrum (India) as Senior 3D Visualizer Lead on the commercial projects for Handling 3D Modeling; Animation; Lighting & Rendering.
* January 2007 to June 2008 - Worked in M/s. COMMAND IT Solutions Trivandrum (India) as Senior 3D Artist/Lead on the commercial projects for Managing a team of 5, 3D Artists for commercial projects and for Handling 3D production, Modeling, Animation and Rendering.
* February 2006 to December 2006 – Worked in M/s. ISOE Animation Studio Pvt. Ltd., Hyderabad (India) as Character Animator for commercial projects and Manual Key framing.
* April 2005 to December 2005 – Worked in M/s. Toonz Animation India Pvt. Ltd., Trivandrum (India) as 3D Animator Trainee.

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|  | **PRECEDING ASSIGNMENTS** |  |

* Exhibition Stand Design For City Scape 2017 (DECC, Doha, Qatar)
* Exhibition Stand Design For Moushtrayat 2017 April (Upcoming DECC, Qatar)
* Exhibition Stand Design For Heya Arabian Fashion Week 2017 April (Upcoming DECC, Doha , Qatar)
* Exhibition Stand Design For DJWE 2017 (DECC, Doha, Qatar)
* Exhibition Stand Design For Heya Arabian Fashion Week 2016 June (DECC, Doha , Qatar)
* Exhibition Stand Design For Heya Arabian Fashion Week 2015 June & Dec. (DECC, Doha , Qatar)
* Exhibition Stand Design For First Annual GCC Handicrafts Exhibition 2015.(Doha ,Qatar)
* Exhibition Stand Design For Al-manna (Project Qatar2015)
* Exhibition Stand Design For Arts & Gems (DJWE 2014 & 2015)
* Walkthrough Animation for M/s. Sivahari Builders, Trivandrum (India|).
* Walkthrough Animation for M/s. Sowparnika Properties, Trivandrum (India).
* So many Exterior and Interior Design works for Leading Builders and Architectures in Kerala (India).
* Character Animation project for M/s. Before the Hype, Belgium
* Character animation project for Bug, Norway
* Character Animation project for Mag 5, USA
* Car Demo(Mini Cooper) for Ignition D, USA (Animation, Modeling and Lighting)

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|  | **CAREER SKILLS** |  |

* **Animation:** Proficient in the ability to animate characters and objects using traditional key framing techniques, while implementing the graph editor to ensure that the interpolation and trajectories of the keys produce smooth fluid results. **(Maya, 3DS Max)**
* **Modeling:** Capable of producing both high resolution meshes as well as low polygon models. Possess a great understanding of anatomy and biomechanics of people and animals. Can model from concept art or from the imagination as fast as the detail permits. **(Maya, 3DS Max)**
* **Texturing:** Skilled artist when it comes to painting textures for characters in Photoshop after properly Un-Wrapping the UV coordinates of the mesh. Can produce diffuse normals, specular, bump and ambient occlusion maps to better bring a realistic look to the character. **(Maya, 3DS Max, Photoshop)**
* **Lighting:** Solid ability to create realistic lighting for interiors, exteriors, characters and environments. Capable of managing multiple lights specially for interiors. Good experience in working with mental ray and V-Ray rendering. **(3DS Max)**
* **Rendering:** Ability to create Photo realistic output in 3ds max. Good experience in mental ray and V-ray rendering techniques. **(3DS Max)**

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|  | **EDUCATION** |  |

* B.Sc. - Kerala University, India
* Diploma in 2D & 3D animation from Toonz Animation India Pvt Ltd, Kerala, India

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|  | **IT SKILLS** |  |

* Proficient in MAYA, 3DS MAX, AutoCAD, Adobe Flash , Adobe Photoshop, CorelDraw, Adobe Illustrator, Combustion, Adobe After effects, Adobe Premiere, , Adobe PageMaker
* Proficient in Windows, MS Office, Internet, etc.

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|  | **PERSONAL DOSSIER** |  |

Date of Birth : 24th December 1984

Sex : Male

Linguistic Ability : English, Hindi, Malayalam

Nationality : Indian

Driving License Details : Valid in India