***Manoj***

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**3D ARTIST | VISUALIZER | 3D GENRALIST**

**PROFILE -----------------------------------------------------------------------------------------**

* **11 years of fast paced, high energy, multi-platform studio experience**
* **Classically trained Visualizer in Architecture**
* **In depth understanding of 3dsmax and strong knowledge of Vray**
* **Versatile skill set drawing from traditional and Technical disciplines**

**SKILLS -------------------------------------------------------------------------------------------**

***Art Skills:***Digital painting, Image editing ***.***

***Software Skills:***

* **Look Development:** Using 3dsMax, Vray and Photoshop to flesh out the creative visions from real world references and imaginary scenarios. Combining lighting techniques, shaders, camera work and compositing to get the best look while maintaining rendering efficiency.
* **3D Lighting & Shaders:** Solid knowledge of Vray, creating and using image based lighting, traditional lighting. Understanding and utilizing new technology features to push the boundaries of render quality and efficiency. Solid knowledge and experience with shaders and lighting to match the given references and creative visions
* **3D Modeling** Detailed hard surface Architectural modeling in 3dsMax .
* **General 3d** General scene setup, optimization and prep work in 3dsMax, and Vray. Camera previz work, lighting, shading, texturing, modeling, and rendering.
* **Compositing:** Solid overall knowledge and experience with Photoshop in regards to compositing and sweetening CG elements.

**TOOLS -------------------------------------------------------------------------------------------**

* 3ds Max Studio With V-Ray Rendering Engine
* Photoshop
* Autocad

**EXPERIENCE --------------------------------------------------------------------------------------**

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| **ORGANIZATION** | **POSITION** | **DURATION** |
| **UK based studio** | **3d Visualizer** | 2010-2013 |
| **One media pvt ltd** | **3d Visualizer** | 2014- 2015 |
| **Design & Development** | **3d Visualizer** | 2016-2018 |
| **Plural Design** | **3d Visualizer** | 2018-2020 |
| **Io media** | **3d Visualizer** | 2020-2022 |

**ROLES & RESPONSIBILITIES ---------------------------------------------------------------------**

* As a 3D Visualizer, I am in-charge of modeling, texturing and rendering 3D Architectural Projects for our online platform.
* Working knowledge of taking projects from model to render with V-Ray for 3DS Max primarily. Responsible for creating photo-realistic renderings.
* Working as Project coordinator, handling a Team, coordinating with architects and clients for inputs at all stages of production and managing resources for timely deliverable.

**HIGHLIGHTS------------------------------------------------------------------------------------**

* Work well under pressure
* Exceptional Interpersonal Skills
* Upbeat, Friendly and positive
* High responsible and reliable

**EDUCATION HIGHLIGHTS --------------------------------------------------------------------**

**.**  Intermediate From **kendriya** **vidyalaya** masid moth New Delhi 2003 **(CBSE Board, New Delhi**).

**.** High School From **kendriya vidyalaya** masid moth New Delhi 2005 **CBSE Board, New Delhi**)

. Diploma in Graphics Designing from **ARENA MULMEDIA**

. Diploma in 3D Animation from **ARENA MULMEDIA**