



Ragavendhar Shekar

3D Modeling and Texturing Artist

PROFILE

I'm a 3D Artist. Specialized in 3D Modeling, Texturing, Lighting & Rendering. Projects I worked on Packaging, Production, Interior and Exterior with Measurement, Augmented Reality, Virtual Reality, Gaming & TVC.

EXPERIENCE

- Freelance** - Jan 2023 - Present
(working as a Freelancer -UAE & Domestic Projects)
- Prasad Studio** - June 2022 - Dec 2022
(worked as a 3D Team Leader - Suddenly Lay Off)
- Freelance** - June 2019 - May 2022
(Bangkok & Domestic Projects)
- FroQ** - Dec 2018 - May 2019
(worked on 3D Packaging Project)
- Schawk!** - Jan 2018 - July 2018
(Malaysia)
(worked on 3D Packaging Project)
- Ingage Tech** - Sep 2013 - Oct 2017
(worked on AR & VR 3D Projects)
- Media One** - Aug 2012 - April 2013
(worked on Film Projects - Contract job)
- Agni Media** - June 2011 - July 2012
(worked on TV Cartoon 3D Projects)
- Edu Kite** - Feb 2010 - May 2011
(Gujarat)
(I worked as a 3D Generalist)




EDUCATION

B.F.A - (Visual Communication)
Government College of Fine Arts, Madras University,
Chennai , Tamil Nadu.

SOFTWARE SKILL

-   BLENDER
-   MAYA
-  3 3DS MAX & VRAY
-   ZBRUSH
-   SUBSTANCE PAINTER
-   PHOTOSHOP

CORE SKILL

-  3D MODELING AND TEXTURING
-  LIGHTING AND RENDERING
-  SCULPTING AND BLEND SHAPE

CONTACT

Phone : +91-8148983506
Email : RAGAVENDHARFUNZ17@GMAIL.COM
Portfolio : WWW.RAGAVENDHAR3DPORTFOLIO.COM