



# 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! (Malaysia) - Jan 2018 - July 2018  
(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 (Gujarat) - Feb 2010 - May 2011  
(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
- 3DS MAX & VRAY
- ZBRUSH
- SUBSTANCE PAINTER
- PHOTOSHOP

## CORE SKILL

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

## CONTACT

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