



Ragavendhar Shekar

3D Modeling and Texturing Artist

Portfolio: WWW.RAGAVENDHAR3DPORTFOLIO.COM

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.

EDUCATION

B.F.A - (Visual Communication)

Government College of Fine Arts, Madras University, Chennai, Tamil Nadu.

EXPERIENCE

Arena Animation - March 2025 - Present

(working as a 3D Senior Artist & 3D Trainer)

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)

SOFTWARE SKILL



BLENDER



MAYA



3DS MAX & VRAY



ZBRUSH



SUBSTANCE PAINTER



PHOTOSHOP



AUTO CAD - (Basic Level)

CORE SKILL



3D MODELING AND TEXTURING



LIGHTING AND RENDERING



SCULPTING AND BLEND SHAPE

CONTACT

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