**VISHNU A K**

**LAKSHMIPURAM**

**PONNIAM WEST (PO) , THALASSERY**

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**+918943736821**

SUMMARY

To obtain a creative and challenging position in an organization that gives me an opportunity for self improvement and leadership, while contributing to the symbolic growth of the organization with my technical, innovative and logical skills.

I’m a 3d artist who like to work on hard surface modeling , environment creation etc.

**EDUCATION**

Diploma In Game Design And Integration (DGDI)

Institute : Maya Academy Of Advanced Cinematics.

2017

XIIth

Institute : gov.VOCATIONAL HIGHER SECONDARY SCHOOL Kadirur

2014-2015

Board : DHSE Kerala

70% marks

Xth

Institute : gov.VOCATIONAL HIGHER SECONDARY SCHOOL Kadirur

Board : Kerala Secondary Education Examination Board

80% marks

2012-2013

**Area Specialization**

Environment design , Level Design,Prop Design ,Modelling in 3D ,Texturing , Weapon Modelling .

**SOFTWARE**

PHOTOSHOP(GOOD) , 3DS MAX(EXELLENT) , UNITY(GOOD) , KEYSHOT(GOOD) , ZBRUSH (BEGINNER)

**WORK EXPERIENCE**

1 YEAR EXPERIENCE AS 3D ARTIST

CURRENTLY WORKING AS A LEVEL DESIGNER , HARDSURFACE MODELING , WEAPON AND PROP ARTIST AT MINDZ INC (REMOTE)