

ABHISHEK SHARMA

3D ARTIST | ANIMATOR

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SUMMARY

Creative and detail-oriented 3D Artist with a strong foundation in Maya, 3ds Max, Zbrush, Blender, Substance Painter and a passion for bringing imaginative concepts to life. Recently completed Master's in Computer Science, eager to apply modeling, texturing, and rendering skills to contribute to innovative projects.

EDUCATION

Advanced Program in Interactive Design & Games [2023 - Present]

- MAAC (Maya Academy of Advanced Cinematics), Kanpur

Master of Computer Applications [2021 - 2023]

- Dr. Virendra Swarup Institute of Computer Studies, Kanpur

SOFTWARE & TOOLS

- **3D Software** : Maya • 3ds Max • Zbrush • Substance Painter • Unreal • Unity • Blender • Marmoset
- **Compositing** : Nuke • After Effects • Photoshop • Premiere Pro
- **Programming** : C • C++ • JAVA • PHP • WordPress • Python

SKILLS

3D Modeling & Animation : Hard Surface Modeling • High Poly / Low Poly Workflow • Retopology • UV Unwrapping • 3D Character Animation • Keyframe Animation • Rigging & Skinning • Walk Cycles

Texturing & Materials : PBR Workflow • Texture Baking • Material Creation • Hand-Painted Textures • Texture Optimization • Quixel

Rendering & Lighting : Real-Time Rendering • Ray Tracing • Scene Lighting • Material Creation • Hand-Painted Textures • Texture Optimization • 3D Interior & Exterior

Game Development Integration : Game-Ready Asset Creation • Level Design • Environment Art • LODs • Unity • Unreal Engine

COMPETITIONS / CERTIFICATES

24FPS International Animation Awards - MAAC

- **Role** : 3D & Environment Artist (2024)

COC (Clash of Creativity) Competition - MAAC

- **Role** : 3D & Environment Designer (2024)

Autodesk Certified User: 3ds Max

- Issued by Autodesk – [July 2024]

Full Stack Development Certification

- Issued by BTPS – [March 2024]

PROFESSIONAL EXPERIENCE / FREELANCE

3D Artist / Animator : Freelance (Remote) [Feb 2025 - Mar 2025]

- Created 3D assets, environments, and game-ready models for indie clients and student projects.
- Collaborated with clients on platforms Fiverr & Personal referrals.

3D Artist – Freelance (Remote) [Dec 2023 – Jan 2024]

- **Project** : "Run Ninja Run" (play.google.com/store/apps/details?id=com.ascorp.runninja)