

3D Artist and Game Developer with 2+ years of experience, blending 3D modeling and programming expertise to develop interactive, high-quality projects across **Gaming, AR, and VR applications**

SKILLS

C#
Python
3D Modelling
Game Development
UX/UI Design
ASP.NET Core
Project Management
Animation (2D & 3D)
Level Design
Lighting
Texturing
Concept Development

TOOLS

Blender
Unity 3D
Visual Studio
Unreal Engine 5
GIT
Figma
Confluence
Substance Painter
Office 365
Photoshop
After Effects
Jira
Davinci Resolve

LANGUAGES

German – B1
English – C1
Hindi – A1
Tamil (Native)

EDUCATION

Masters, Animation and Game Direction
Darmstadt University of Applied Sciences, Germany
12/2022 – 11/2024 | Darmstadt, Deutschland

- Haunted Arcade – Game Project Director**
Directed, and led team for this project now published on Steam.
- Working Student Assistant:**
Assisted in teaching and conducting a workshop on "Fluid Simulation in Blender and Unity."

Bachelors, Computer Science
Madras University, India
07/2019 – 04/2021 | Chennai, Indien

AWARDS & RECOGNITIONS

Tech for Sustainability Campaign
2024, Siemens
Selected as one of 50 hackers from 289 applicants for the campaign.

EXPERIENCE

Master Thesis – SIEMENS

04/2024 – 10/2024 | Karlsruhe, Germany
Designed, programmed, and implemented a gamified training system for industrial safety on offshore oil rig.

Rigged Escape | PC safety training simulation game

- Developed a game in **C#/Unity 3D with Zenject**, and **ASP.NET Core** framework.
- Created **3D assets in Blender and integrated into Unity 3D**.
- Designed **UX/UI from Figma** enhance user-centric design and functional usability.
- Achieved 87.5% user preference for gamified training vs. traditional methods.

3D Artist – Industrial Application – SIEMENS

12/2022 – 03/2024 | Karlsruhe, Germany
Created and optimized 3D assets and environments, then programmed VR projects to enhance both functionality and efficiency.

Smart Automation Lab | Modular Laboratory Ecosystem

- Built custom **Unity3D editor in C#** for easy scene management.
- Applied 3D asset modularity for scalable solutions aligned with **ERP practices**.
- Engineered 3D avatar customization for immersive, personalized VR experiences.

Jr. 3D Artist – XR Labs

07/2022 – 08/2024 | Chennai, India
Contributed to 3D asset design for VR, AR and XR training solutions, enhancing user experiences across various industrial sectors while collaborating with key departments.

Intel startup program | WebGL Project

- Optimized **WebGL 3D models via Blender/Substance Painter**, driving 57% user growth in 2 months.

Infinity AR Experience | Mobile Application

- Integrated AR/3D assets into mobile apps using **8th wall** to enhance cross-industry user experiences.

ACG | Virtual Reality Training Simulation:

- Created a VR training simulation for pharmaceutical employees, reducing **onboarding and training time by 30%** and **cutting machine dependency for training by 50%**.

3D Creative Designer – Concreate

09/2020 – 06/2021 | Chennai, India

Chai Gaadi | Product Visualization

- Designed 3D mobile tea kiosk, boosting brand visibility by 35% and media coverage.

Archis Academy: 3D Illustrator and Video Creator

- Produced 3D explainer videos/illustrations, driving 30% more website traffic and user interaction.