Gyanendra Maharjan

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I am a 3D artist with 6+ years of experience in developing CG/3D assets for games, film and advertising. I enjoy all aspects of CG art from painting, modelling and texturing to rigging, animation, rendering and compositing. Though I would say my specific interest lies in modelling and texturing which is an area I am always exploring a great deal more.

Technical Skills:

Organic and hard surface modelling
Extensive knowledge of polygonal modelling techniques for both low and high poly modelling. Keen eye for efficient mesh distribution, edge loops and good flowing topology.

Unwrapping and texturing
Advanced UV layout skills, mindful of correct seam placement and optimal UV space usage, skilled in both hand painted and photo manipulated texture creation techniques.

Shading and lighting
Skilled in reconstructing surface properties combined with a good understanding of various lighting solutions and when to apply them.

Rigging, Animation and Visual Effects
Good understanding of creating bone structure, rigging controls and skinning for various character setups. Also efficient in particles/dynamics, 2D/3D tracking, Live action film compositing, biped and camera animation skills.

Traditional
Strong foundation of traditional art skills in sketching and painting with strong sense of human body anatomy.

Software skills:

3D Software

Maya	**5**/5
3D Studio Max	**3**/5
Zbrush	**5**/5
Cinema 4D	**2**/5

2D and Compositing

Photoshop	**5**/5
Aftereffects	**5/**5
Nuke	**3**/5
Final Cut Pro	**2**/5
Premiere	**3**/5

3D Plugins
Mental ray, Shave and Haircut, 3D Coat, xNormal,

Work Experience:

Freelance as a VFX Manager for the British film "The Snare (2015)"   **2015-16**

Lead a team of 10 3D animators in a Japanese games animation project as the Head of Production   **2015**

Black Box Animation and VFX Academy   **Nov 2013 - Feb 2015**
Kathmandu, Nepal

Key Responsibilities:
As the Head of Academy: Preparing curriculum and its objectives, monitoring the outcomes, building teaching and learning strategies and assessing them to ensure the delivery of quality education to ALL the students.

As the Faculty: Primarily responsible for lectures on teaching 3D modelling, texturing and lighting. Convey better understanding of Digital Form, Space, Character Design and Development, digital environments to students.

Freelance as a VFX artist for the British film "Beyond (2014)"

Key Responsibilities:
Modelling, Texturing, Lighting, animating, 3D camera tracking and rendering of an alien space ship for CG/live action sequences.

Aurasma Ltd.   **May 2011 to February 2013**
St. James Square, London

Key Responsibilities:
Primarily responsible for:
- Rig and animation ready Modelling, texturing, Shading, Lighting and Baking both organic i.e. characters and hard surface low-poly assets.
- The assets were tested to run flawlessly in the augmented reality engine before finally releasing to partner/public in IOS and android platform.
- The styles ranged from toon to realistic low-poly assets.
- Initially also required to rig and animate the characters until dedicated riggers and animators were appointed.

Key Achievements:
The role was invaluable in developing CG skill set notably in the area of optimized/low poly but realistic in-game production environment.

Enlightenment Productions Ltd.   **(4 months)**
Chelsea, London 2011

Key Responsibilities:
- Providing 2D/3D Particle/dynamics and camera animations for the documentary 'The House of Tomorrow'.

Incessant Rain Animation Studios Ltd,   **2008 -2009**
Kathmandu, Nepal

Key Responsibilities:
Primarily responsible for:
- High poly Modelling of both organic i.e. characters and hard surface assets
- Unwrapping and texturing
- Shading, Lighting and rendering

Key Achievements:
Contributed in producing high quality 3D animated commercials, with particular focus on Lighting, texturing and rendering.

Nepix Pvt. Ltd.   **2007-2008**
Kathmandu, Nepal.

Key Responsibilities:
A generalist role with focus on architectural visualization. Primarily responsible for:
- 3D architectural visualization
- Modelling architectural designs along with the environment
- Unwrapping and texturing
- Shading, Lighting and rendering
- Particles/Dynamics and camera animation.

Women Acting Together for Change (WATCH)   **2003 -2007**
Kathmandu, Nepal.

Key Responsibilities:
Role as a graphic designer, primarily responsible for:
- Drawings and illustrations
- Layout (Books, Magazines, brochures, leaflets etc.)
- Logo design
- Poster design

Qualifications:	**3D Animation - BA(Hons.) Interactive Animation - Degree** Middlesex University, London, United Kingdom (2010-2012) **Professional Diploma in 3D Animation**, Maya animation academy. Kathmandu, Nepal (2006-2007) **Certificate in 9 months Hobby Painting Class**, Sirjana Contemporary Art Gallery (1998)
References:	available upon request.