

SUMEET ATTREE

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Skills	Level
Poly modeling	Advanced
Sub-D modeling	Intermediate
NURBS modeling	Intermediate
Lighting and Rendering (Mental ray)	Advanced
UV Mapping and Texturing	Intermediate
Compositing	Intermediate

Soft-skills	Level
Autodesk Maya (with Mental Ray)	Intimate
Adobe Photoshop	Intimate
Adobe After Effects	Intermediate
Z Brush	Familiar

Projects and Work Experience

- Worked as **Graphic Designer and Developer Intern** from May – July 2011 at [foodkhoj.com](http://www.foodkhoj.com) – an online portal for ordering food.
- I have done a few personal projects. You can find the samples of my work here <http://www.pixollage.com>
- Worked on a short 3D animation video for campus' **national level technical**. The film was completed using the softwares - Maya and After Effects (for compositing). The video can be found here http://www.youtube.com/watch?v=7E2hAXo_ZBM

Responsible for

- 3D and 2D asset and content creation
- Animation, scene setup, scene and camera visualization
- Render farm setup
- Lighting and rendering

Interests

- Become a top notch 3D Artist
- Going beyond the boundaries of realism and create high quality CG content
- Special FX and Dynamic Simulations
- Stereoscopic 3D

Extra co-curricular

- Worked as a 3D/2D designer in the Department of Publicity and Public Relations for one year.
- Co-founded the Computer Graphics Club at the campus. The club is responsible for producing 3D content, models, and short animations and to help the students in learning who share similar interests.
- President (May 2010 – May 2011) and the Advisor (May 2011 – present) at the Computer Graphics Club.