
KUSHAL SHARMA



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OBJECTIVE

Seeking to work as 3D Artist with a production studio, Where I can use my creativity to enhance the atmosphere, tone, depth and mood of a scene for ArchViz, Movies and Games.

TECHNICAL COMPETENCIES

- ✓ Autodesk Maya
 - ✓ Nuke
 - ✓ Unreal Engine
 - ✓ 3Ds Max
 - ✓ Blender
 - ✓ Cinema 4d
 - ✓ Davinci Resolve
 - ✓ Adobe After effects, Photoshop
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QUALIFICATION

- Good sense of Lighting/Lookdev and modeling
- Dyanamic team-player, strong ability to work independently. Loyal to the company
- Proven high abilities to be efficient, multi-tasking, dependable & relible worker
- 5 years of working experience at Paracosma as Shading and lighting artist with some compositing knowledge.
- Good working knowledge In studios

EDUCATION

ADVA (ADVANCE DIPLOMA IN ANIMATIONVISUAL EFFECTS)

Maya Animation Academy-M2A

Bachelors of arts

Tribhuwan University- Kathmandu, Nepal

Full Stack Development

Evolve IT Hub - Lagankhel

I certify that the statement provided by me in this CV are true. Complete and correct to the best of my knowledge and belief. I understand that any misrepresentation or material omission provided in this resume makes me liable to termination or dismissal. refrence and any other necessary documents can be presented as required.