# Job Title

## **PERSONAL INFORMATION**

## 3D Artist (3D Generalist)

I am having the skill of Modeling, Blend -shapes, UV Mapping, Texturing & Sculpting, Rigging, Animation & Creating 3D Animation movies.

Name

GAURAV RAWAT

Address

433/330 NEW RAM NAGAR BALAGANJ CHOWK LUCKNOW (UP)

226003

Telephone

+91 94 53 314 174

E-mail

gaurav.raw1990@gmail.com

Date of birth

26 January 1990

LANGUAGES

Hindi & English

## **WORK EXPERIENCE**

Jan 2010 Dec 2010

PICHESO

Worked as a 3D Creative Faculty in Picasso Animation College

Lucknow

Feb. 2011 -Jan. 2012



Worked as a Modeling, Rigger & Blend shape Artist In AIS World

Studio

Feb. 2012 -Aug. 2016



Worked as a (3D Generalist, Creative Faculty) at Jagran Institute of Digital Animation Kanpur (www.jidakanpur.com)

From 17 Aug. -2016

PU

Working as a 3D Artist as a Assistant Professor/ Head of the Lab at Lovely Professional University (Phagwara Panjab)

#### My online Portfolio Link

# www.gauravrawat.weebly.com

MY Students Rigging Work link

http://gauravrawat.weebly.com/student-rigging-work.html

My Students Animation Work Link

http://gauravrawat.weebly.com/students-animation-work.html

My Work Links

Group Demo

https://gauravrawat.weebly.com/3d-modelling-work.html

In this group Demo, my role was as a team lead of my group,

#### Personal work

Animation

http://www.youtube.com/watch?v=b1\_fXQ44qnk

Rigging

http://www.youtube.com/watch?v=SMbCoV\_BNaE

Blender Reel

http://www.youtube.com/watch?v=HErRcgq2YVk&feature=plcp

3D Modeling Work

https://gauravrawat.weebly.com/3d-modelling-work.html

Compositing

http://www.youtube.com/watch?v=IC0HaoTAor4

### **EDUCATION AND TRAINING**

• 2007-2009

3D STAR PROGRAM Film Making (Picasso Animation College)

• 2009-2012

Bsc in Animation & Multimedia (CMJ University Shillong)

• 2007

Intermediate (Lucknow Model Public Inter College)

• 2005

High School (Lucknow Model Public Inter College)

• 2013-2014

MSc in Animation & Multimedia 2013-2014 (KSOU Mysore)

# **Interests**

3D Movie making, 3D Games, 3D Modleing, Rigging, Animation & Roaming the world.

#### **Qualifications:**

3D Package

Autodesk Maya, Zbrush, Substance Painter, Blender 3D, 3D Coat

Modeling, Blend shapes, Rigging, Animation, Texturing 3D Coat for Uv Mapping,

#### **Editing & Compostion**

Adobe Photoshop, Illustrator, Eyon Fusion, After Effects, Adobe Premiere Composting, 3D RGB Composting, Color Correction etc,

I hereby declare that all the information given above is true to the best of my knowledge.