



BALAJI R M

Unity 3D Designer and 3D Artist

PROFILE

Strongly seasoned hardworking Game designer with good 3D modeling knowledge, good creative thinking and project handling abilities.


SKILLS


Game Designing
Game Development
3D modeling
Programming(C#)
Poster Design
Game Concept Writing


SOFTWARE SKILLS

Unity 3D
Maya
Substance Painter
Adobe Photoshop
Adobe illustrator
Unreal Engine
Blender

CONTACT

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CAREER OBJECTIVE

To attain the position of Unity designer in well-reputed organization where I can utilize my creative and innovative skills in art and improve further in my field and to gain experience, thereby adding to the development of the organization and transfer my knowledge to others.

EDUCATION

2014 - 2017	B.Sc (Computer Science) KSR College of Arts & Science
2017 - 2018	PG Diploma in Game Design ICAT Design and Media College

EXPERIENCE

• VREON Tech India Pvt Ltd.

May 2018 to Present.

- Unity Level Design and Blocking.
- Project Handling.
- 3D Modelling, UV, Texturing.
- Maya and Max frame animations.
- 360 Degree Viewing 3D Models.
- C# scripting in unity.
- VR and AR Development

PROJECT

- Currently working for **Forest Fire department of Tamilnadu (FDMC)**. Training the fire fighter safety through VR.
- **VR Super Market** for Eon reality Singapore. This project is for specially disabled students who can learn to purchase according to their level of skills.
- **VR Volvo Engine** for **Eon Reality**. This project is especially for training workers to understand its parts and Assemble of engine.
- **VR for Government Museum,PWD** Chennai.
- R/D in **VR Car simulator, Rowing and Multiplayer VR gaming**.