

MUKUL GAUTAM

3D ARTIST
MODELLING. TEXTURING.

PERSONAL CONTACT DETAILS

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PROFESSIONAL SKILLS

- 3D Modelling,
- Texturing,
- Lighting,
- Sculpting
- Level Design

SOFTWARE

- Maya,
- 3ds Max,
- Z-brush,
- Substance Painter,
- Mari,
- Photoshop,
- Unreal Engine,
- Marmoset Toolbag,
- V-ray

SOCIAL LINKS

Instagram - [modern_gamer07](#)

Artstation - [mukulgautam.artstation.com](https://www.artstation.com/mukulgautam)

ABOUT

A creative and dedicated 3D artist with over a year of professional experience and three years of learning experience. Skilled in 3D modeling, texturing, and level design with proficiency in industry-standard software. Currently engaged in freelance projects, delivering high-quality 3D assets.

SPECIALIZATION

- Prop Modelling :- I can create detailed Game props using Maya & Zbrush, texture with Photoshop & Substance Painter
- Environment Modelling :- I can create detailed Models for the Environment & I can Also design levels.

CERTIFICATION

- Autodesk certified
- Adobe certified
- TCS Academy certified

EDUCATION

- Bachelor of Commerce **2020 - 2024**
Delhi University, New Delhi
- Diploma in Game Design & Integration **2019 - 2020**
Maac South Ex, New Delhi
- 10th & 12th Standards are done from **2017 - 2019**
Sarvodaya Co. Ed. School

EXPERIENCE

07/2021 - Present

3D Artist (Freelance)

- Collaborated with clients to deliver high-quality 3D models within deadlines.
.- Created detailed game props and environments using Maya, ZBrush, and Substance Painter.

01/2022 - 07/2022

Texturing Artist (MPC)

- Developed textures for various assets in high-profile projects
.- Worked closely with the modeling team to ensure texture compatibility.

HOBBIES

Travelling, Learning New Skills, Gaming, Watch Movies, Reading.