Mukul Gautam

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Application for 3D Artist (Modelling & Texturing) Position

Dear Sir/ Madam

I am learning 3D modelling & Texturing for over 2 years & most of my skills are self learned by researching by myself. I am an ideal candidate for the advertised 3d Modelling or 3D Texturing job role. What is more, I am confident that, if given the opportunity, I would become a valuable addition to not only for your team but the whole organization.

My name is Mukul Gautam & currently I am pursuing Bachelor of Commerce degree from University of Delhi, I have a diploma in Game Design from Maya Academy of Advanced Cinematics (MAAC) & I have completed my training for Texturing in TCS Academy. I am certified from TCS Academy, Autodesk & Adobe for Maya, 3DS Max, & Photoshop.

Next, I have Good knowledge of 3D Art related programs to create wonderful Assets & Environments, I use various of software to get my work done such as Maya, 3DS Max & Zbrush (Modelling & Sculpting), Substance Painter, Mari & Photoshop (Texturing), Marmoset Toolbag & Vray (Rendering), & I also have good knowledge of Unreal engine & basic Knowledge of Unity.

Last but not least, I have attached my up to date resume & portfolio, you can contact me by giving a phone call on +91 9315691929 or Via mail at mk5371330@gmail.com. Thank you for considering my application.

Kindly regards

Mukul Gautam