ARTH VAJA 3D ARCHVIZ ARTIST

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OBJECTIVE ————

I'm a 23 years old 3D Archviz Artist from Ahmedabad (Gujarat), India.

With 3+ years of industry experience, I bring expertise in scene development, PBR texturing, lighting, and rendering. Whether it's sculpting intricate details, breathing life into animations, or mastering cutting-edge software like 3Ds Max, ZBrush, and Maya, my passion lies in collaborating and pushing boundaries to create impactful imagery. Driven by constant learning and growth, I seek a challenging opportunity to showcase my artistic abilities, meticulous attention to detail, and innovative spirit, ultimately contributing to the success of inspiring projects.

SKILLS ————

Autodesk 3Ds Max (Designing & Scripting)

Autodesk Maya

Corona Renderer

Vray

Substance Painter

Adobe Photoshop

Quixel Mixer

Pixologic ZBrush

3D Artist

Oct 2023 - Present

Freelance

Exploring every creative possibilities in each industry. Creating High-quality assets and Archviz Renders.

3D Artist & Generalist

Sep 2020 - Oct 2023

Poly9

High-quality hard surface 3D modeling, sculpting, texturing and rendering.

3Ds max scripting for various types of automations to quicken the 3D process.

Interior/Exterior scene assembly and render management.

Worked on the entire 3D pipeline process to truly understand it.

Performed in a fast paced industry and work under tight deadlines.

EDUCATION ————

2017 - 2020

Arena Animation International Program - VFx

Arena Animation, Satellite.

2020

HSC

New Education, Himatnagar.

2018

SSC

Himmat High School, Himatnagar.

LANGUAGES ----O

STRENGTHS -

Creative Solution

Attention to detail

Passion For Learning

Adaptability

Teamwork

English (Conversational) Gujarati (Native) Hindi (Advanced)