

# Gyanendra Maharjan

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Lubhu, Mahalaxmi-8, Lalitpur

[www.gyan3d.com](http://www.gyan3d.com)

I am a 3D artist with 8+ years of experience in developing CG/3D assets for games, film and advertising. I enjoy all aspects of CG art from painting, modelling and texturing to rigging, animation, rendering and compositing. Though I would say my specific interest lies in modelling and texturing which is an area I am always exploring a great deal more.

## Technical Skills:

### Organic and hard surface modelling

Extensive knowledge of polygonal modelling techniques for both low and high poly modelling. Keen eye for efficient mesh distribution, edge loops and good flowing topology.

### Unwrapping and texturing

Advanced UV layout skills, mindful of correct seam placement and optimal UV space usage, skilled in both hand painted and photo manipulated texture creation techniques.

### Shading and lighting

Skilled in reconstructing surface properties combined with a good understanding of various lighting solutions and when to apply them.

### Rigging, Animation and Visual Effects

Good understanding of creating bone structure, rigging controls and skinning for various character setups. Also efficient in particles/dynamics, 2D/3D tracking, Live action film compositing, biped and camera animation skills.

### Traditional

Strong foundation of traditional art skills in sketching and painting with strong sense of human body anatomy.

## Software skills:

### 3D Software

Maya	5/5
3D Studio Max	3/5
Zbrush	5/5
Cinema 4D	2/5

### 2D and Compositing

Photoshop	5/5
Aftereffects	5/5
Nuke	3/5
Final Cut Pro	2/5
Premiere	3/5

### 3D Plugins

Mental ray, Shave and Haircut, 3D Coat, xNormal,

## Work Experience:

**Idream Animation Academy/Studio**                      **2017 - Present**

Key Responsibilities:

*As Senior 3D artist:* Responsible for modelling, texturing, lighting and rendering short animations, live action CG for films and products.

*As the member of faculty:* Primarily responsible for lectures on 3D modelling, texturing, lighting and rendering.

**Freelance as a VFX Manager for the British film “The Snare (2015)”**                      **2015-16**

**Black Box Animation and VFX Academy**                      **Nov 2013 - Feb 2015**  
Kathmandu, Nepal

Key Responsibilities:

*As the Head of Academy:* Preparing curriculum and its objectives, monitoring the outcomes, building teaching and learning strategies and assessing them to ensure the delivery of quality education to ALL the students.

*As the member of faculty:* Primarily responsible for lectures on 3D modelling, texturing and lighting. Convey better understanding of Digital Form, Space, Character Design and Development, digital environments to students.

**Freelance as a VFX artist for the British film “Beyond (2014)”**

Key Responsibilities:

Modelling, Texturing, Lighting, animating, 3D camera tracking and rendering of an alien space ship for CG/live action sequences.



- Unwrapping and texturing
- Shading, Lighting and rendering
- Particles/Dynamics and camera animation.

**Women Acting Together for Change (WATCH)      2003 -2007**  
Kathmandu, Nepal.

*Key Responsibilities:*

Role as a graphic designer, primarily responsible for:

- Drawings and illustrations
- Layout (Books, Magazines, brochures, leaflets etc.)
- Logo design
- Poster design

**Qualifications:**

**3D Animation - BA(Hons.) Interactive Animation - Degree**  
Middlesex University, London, United Kingdom  
(2010-2012)

**Professional Diploma in 3D Animation,**  
Maya animation academy. Kathmandu, Nepal  
(2006-2007)

**Certificate in 9 months Hobby Painting Class,** Sirjana  
Contemporary Art Gallery  
(1998)

**References:**

available upon request.