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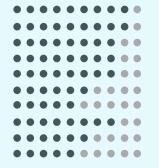
SUMAYYA SHAMSUDEEN SR. 3D DESIGNER / VISUALIZER

ABOUT ME

Experienced **3D Designer** with a passion for creativity and a proven track record of **10+ years** in the industry. Seeking an exciting opportunity where I can apply and further develop my diverse skill set in 3D design and graphics art. Throughout my career, I have demonstrated my ability to combine innovative art and creative design principles. An eye for composition, realism, texture, color, and lighting. I look forward to the opportunity to collaborate with a dynamic team and play a vital role in bringing innovative projects to life.

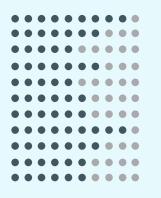
KEY SKILLS

3D MODELLING
3D VISUALIZATION
TEXTURING & COLORING
UV MAPPING
REALISTIC RENDERING
CHARACTER MODELING
RIGGING & ANIMATION
GRAPHIC DESIGNING
MOTION GRAPHICS
VIDEO EDITING



SOFTWARE SKILLS

3DS MAX
BLENDER
MAYA
VRAY
UNITY
TWINMOTION
SUBSTANCE PAINTER
PHOTOSHOP
ILLUSTRATOR
AFTER EFFECTS
PREMIERE



PERSONAL SKILLS

TIME MANAGEMENT ORGANIZING HAND ILLUSTRATION BRAINSTORMING



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Passport Number: V6183811

SPECIALIZATION

Polygonal Modeling : Ability to create accurate and detailed 3D models using polygonal modeling techniques. This involves efficiently constructing and manipulating geometry, ensuring proper edge flow and topology for optimal deformation and realistic rendering.

High- and Low-Poly Modeling: Ability to create both high-polygon and low-polygon models for different purposes. High-poly models are used for detailed renders and sculpting, while low-poly models are optimized for real-time applications like gaming or interactive experiences.

Problem-solving and Attention to Detail : Strong problem-solving skills to overcome technical challenges during the modeling process. Attention to detail is crucial for accurately capturing the desired look and feel of the subject matter.

SAP PROJECTS AND RESPONSIBILITIES

PROJECT: CLOVER

Clover is a Greenfield Project, the goal of Clover is to create a robust and scalable architecture to deliver stunning visualization experiences, to bring innovations and insights to the field and to customers that drive customer success.

RESPONSIBILITY:

Created 3D models throughout the project including props, environment, buildings, vehicles etc. with high quality textures.

- Foremulated low-poly modeling technique used to achieve stylistic, geometric recreations of real-life objects.
- Worked on produced content scaling.
- Cooperated closely with other artists to obtain the best final results .

PROJECT: IMMERSIVE EXPERIENCE (IX)

The concept of a 360 immersive experience as a virtual environment that surrounds the viewer in a 360-degree field of vision, creating a sense of being present in a different place or scenario. A 360 IX render can be interactive, allowing users to explore and interact with the virtual environment. This may involve navigation, object manipulation, or engaging with characters and elements within the simulation.

RESPONSIBILITY:

- Responsible for developing creative ideas, basically transforming ideas and imaginations into scribbled Story board / Mood boards & IX room concept.
- Generated 360 Photorealistic IX Images.
- Create and manage digital assets. Interpret concept art and sketches to create virtual environment, props, creating textures and UV maps.
- Meeting with Stake holders to review projects and deadlines and agree on development timelines.

PROJECT: CUSTOMER EXPERIENCE VSHOWCASES

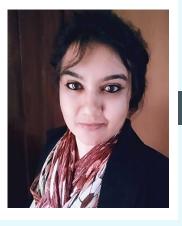
Virtual showcases which simulate real-world industry scenarios set in realistic 3D environments. customers are introduced to SAP solutions and how it enables their business digitally transform.

RESPONSIBILITY:

- Creating 3d environment & 3d asset modelling, Optimize, refine and correct model geometry, Creating textures & UV maps.
- Create character ,rigging models for animation, Interactive 3D asset animation .

KEY ACHIEVEMENT:

Spot award for 3D design delivery for "Sanofi Paris Project"



SUMAYYA SHAMSUDEEN SR. 3D DESIGNER / VISUALIZER

PERSONAL DETAILS

GENDER: FEMALE

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DATE OF BIRTH: 09-02-1982 MARITAL STATUS: MARRIED

LANGUAGE KNOWN:

ENGLISH, HINDI, MALAYALAM, TAMIL

ARABIC (READ & WRITE)

PERMANENT ADDRESS:
YAHIYA BROTHERS
KINATTUMUKKU KOLIYAKODU P.O.
VENJARAMOODU, TRIVANDRUM KERALA

HOBIES & INTEREST

DRAWING & PAINTING CRAFTING MUSIC MOVIES TRAVELLING Phone: +971 561011689

Email: Sumayya0902@gmail.com

Address: Dubai, United Arab Emirates

Passport Number: V6183811

WORK EXPERIENCES

SR. 3D DESIGNER: FEB 2017 - JAN 2024 6.9 YEARS)
 ITC INFOTECH INDIA LTD. CLIENT: SAP (BANGALORE)

Creating 3d environment, asset modelling . Create textures & UV maps. Character modeling & animation, Interactive 3D asset animation, Photo Realistic 3D renders.

3D DESIGNER: NOV 2015 - AUG 2016(9 MONTH)
 MEBELKART - GETIT FURNITURE PVT. LTD (BANGALORE)

Creating 3D Architectural Models, Complete Interior Designing in 3Ds max According to Client requirements, Product modeling for mebelkart.com

GRAPHIC DESIGNER: 2013 MAY - 2015 OCT (2.5 YEAR)
 RIGHTVISIT TECHNOLOGIES PVT. LTD (TRIVANDRUM)

Creating 3D Architectural Modeling, 3D Modeling, Motion Graphics. Creating Corporate identity, Photo and Album Designing

MULTIMEDIA HEAD: 2008 JUL - 2010 OCT (2.3 YEAR)
 TWEENS MULTIMEDIA (TRIVANDRUM)

Software Training - Graphics designing, 3ds max, Maya and 3D Architectural Design.

MULTIMEDIA FACULTY: 2007 JUL - 2008 AUG (1.1 YEAR)
 CADDPOINT (TRIVANDRUM)

Software Training - Photoshop, Illustrator, 3ds max, Maya Designed brochures, Business cards, Iogos, Photo Designing Works.

EDUCATION

MBA (2023)

SWAMI VIVEKANAND SUBHARTI UNIVERSITY

DEGREE: B.COM (2012) ANNAMALAI UNIVERSITY

DIPLOMA: ADVANCED DIPLOMA IN MULTIMEDIA (2007)

ARENA MULTIMEDIA TRIVANDRUM

PRE DEGREE: COMMERCE GROUP (2001)

KERALA UNIVERSITY

HIGH SCHOOL: 10TH SCHOOL (1998)

AVBGHS THAZHAVA

DECLARATION

I hereby declare that all the details mentioned above are true to the best of my knowledge

PLACE : Dubai DATE :

SUMAYYA SHAMSUDEEN