



KAMAL KUMAR

Artist & CGI Expert | VFX | 2D-3D Modeling to Animation | Designer - Character, Product, Graphic, Storyboard | Sketching, Painting, Digital Painting | Art & Multimedia Trainer | B.F.A. (Fine Art) | YouTuber Etc.

CONTACT

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[Linkedin](#) | [Artstation](#) | [Instagram](#) | [YouTube \(educational\)](#) | [Behance](#)

PROFILE

I LOVE DESIGNING. I'M ADDICTED TO COLORS & CREATIVITY. MANIAC FOR DETAILS. I MAKE THINGS LOOK GOOD & BELIEVE IN THE POWER OF SIMPLICITY.

I'm based in INDIA but I accept assignments worldwide.

A little more about me?

I am an Artist with lots of colors & ideas... CGI Expert, 2D, 3D Animation, Visual Effects, Sketching, Graphic, Painting B.F.A., Rangoli & Mehandi Artist & YouTuber.

Graduated with **B.F.A. (Bachelor of Fine Art)**. & a record holder with "**Limca Book of Records**", for "**NON-STOP portrait sketching 130 hours**".

I am unable to walk, so use wheelchair most of the time. My friend Arjun lives with me, for helping me out and travelling too. We work in the same company. Arjun is a Graphic designer, Video editor, Composer & VFX Artist.

I work in both ways digital & traditional. I am expert in CGI (Computer Generated Imagery) 2D & 3D Animation, Digital Painting, 3D Modeling, texturing, Particles & Dynamics, rigging, lighting + rendering... editing, compositing, Video Direction, Story-board, Visual Effects, Movie Making... and

Realistic painting, sketching, live sketching, Concept & Character Designing, Oil color, Water color & other medium too, Bridal Mehandi Design & Fabric painting too.,

Currently working with my own freelance group (Firm SHADOW STUDIO) as an Admin, Artist & as an Online multimedia & ART trainer too. Meet me, if you wanna know more about me.

EXPERIENCE

Artist & CGI Expert | Self Employed | Owner

*Artist & CGI Expert | Multimedia & Art Trainer | YouTuber
(2009 – Nov 2017. Parttime, Now Fulltime)*

Nov 2017 – Present

- I handle 3D modeling to animation, Graphic, Editing, Web and many types of multimedia projects.
- Live and Online training of Art & Various Multimedia software & skills, for professionals / teachers and students, all over the world.
- Portrait Sketching, Live portrait sketching, Drawing, Watercolor, Oil color painting and many types of Art projects.
- Cultivating relationship with other artists and internal partners to develop positive rapport for future opportunities.
- I use 3D, VFX & Graphical design programs to create videos and images for use in diverse clients marketing campaigns.
- I develop all types of illustrative designs using customer specifications, company standards and mathematical formulas to produce results that met customer parameters.
- I do transform ideas into high-quality 3D and VFX creations to fulfill client requests.
- I do apply color theory and lighting techniques in drawings and illustrations to add excitement, focus and depth.
- I do handle customer inquiries and concerns.
- I create YouTube videos for Science, Technology, Geography, Space, Art & Multimedia tutorials and more.

3D & VFX Trainer/Senior Faculty

Arena Animation Amritsar, AMRITSAR – INDIA

JUNE 2016 - NOVEMBER 2017

- I have handled Digital Projects & given training of Character designing, 3D Modeling, Texturing, Shading, Lighting, Dynamics & Particles, Rigging, 2D/3D Animation, Rendering, 3D Sculpting, Maya, Max, Z-Brush, V-Ray, Crowd Simulation, Camera Tracking and match moving, Visual Effects etc...

KEY SKILLS

3D Modeling

Realistic | Character | Creature | Cartoon
| Organic | non-Organic | Machine |
Interior | Exterior | Hard surfaces |
environments | Concept level & sets |
vehicles | props etc...

3D Texturing

Realistic | Toon | Hand-Painted | Matte-
Painting

3D Lighting

Arnold | V-ray for | Mental Ray for Maya
and Max

3D Sculpting and Painting in ZBrush

Realistic | Toon

3D Particles

Maya | Max | Real Flow

3D Dynamics

Maya | Max | Real Flow

3D Rendering

Arnold | V - Ray | Mental Ray |
Renderman for Max & Maya

3D Rigging

Organic and Non-organic rigging in Maya
& Max

2D Rigging

Organic and Non-organic rigging in
Moho, Toon Boom Studio & Harmony

3D Animation

3D character and technical | mechanical
animation in Maya & Max

2D Animation

2D Frame by frame animation in Moho |
After Effects | Flash | Toon boom studio
& Harmony

Whiteboard Animation

All types of Whiteboard Animation

Character Design

With Hand drawing or Digital pen Tablet
then 3D model with any level of details.

- Cultivating relationship with other artists and internal partners to develop positive rapport for future opportunities.
- Led faculty and designer team in delivery of all projects & training sessions, resulting in final design and trained artists.
- Used 3D, VFX & Graphical design programs to create videos and images for use in diverse clients marketing campaigns.
- Developed all types of illustrative designs using customer specifications, company standards and mathematical formulas to produce results that met customer parameters.
- Transformed ideas into high-quality 3D and VFX creations to fulfill client requests.
- Applied color theory and lighting techniques in drawings and illustrations to add excitement, focus and depth.
- Resolved conflicts and negotiated mutually beneficial agreements between parties.
- Managed quality assurance program, including onsite evaluations, internal audits and customer surveys.
- Monitored social media and online sources for industry trends.
- Handled customer inquiries and concerns.

H.O.D. (Head of Department) Multimedia

MAY 2011 - JUNE 2016

Oxl School of Multimedia, Amritsar center (OXL GROUP), AMRITSAR – INDIA

- I had managed all Digital Projects related to multimedia (2D, 3D, VFX, Graphics and web) & had given training to students and other trainees of Maya, 3Ds Max, Photoshop, Z Brush, Sketching, Clay Modeling, Pre-Production, Production & Post-Production etc. and I had managed all technical activities too.
- Cultivating relationships with other artists and internal partners to develop positive rapport for future opportunities.
- Led faculty and designer team in delivery of all projects & training sessions, resulting in final design and trained artists.
- Used 3D, VFX & Graphical design programs to create videos and images for use in diverse clients marketing campaigns.
- Developed all types of illustrative designs using customer specifications, company standards and mathematical formulas to produce results that met customer parameters.
- Transformed ideas into high-quality 3D and VFX creations to fulfill client requests.
- Applied Color theory, Golden Ratio, Rule of Third and lighting techniques in drawings and illustrations to add excitement, focus and depth.
- Resolved conflicts and negotiated mutually beneficial agreements between parties.
- Managed quality assurance program, including onsite evaluations, internal audits and customer surveys.
- Monitored social media and online sources for industry trends.
- Managed customer inquiries and concerns.

Painting, Sketching, Rangoli & Mehandi (Heena) design

Hand drawn - Oil color | Water color | Pencil | Charcoal | Pastels Freehand Rangoli & Bridal Mehandi etc.

Live Portrait Sketch

If someone is sitting still, in-front of me, as a model. Good recognizable face in less than 20 minutes.

Level design & Environment art

Level design & Environment art in 3D & After Effects

Motion Graphics

After Effects & Moho

Matte Painting and Digital Painting

Photoshop | Coral Painter | Paint Tool SAI | ZBrush etc...

Tracking and Match Moving

PTrack | After effects

Compositing

After Effects

Editing

Premiere

Direction and Story Telling

Website Designing for professionals / Personal / Company

WordPress

Teaching / Training skills

Sketching | Painting | Image Editing | Graphic Designing | 3D modeling to animation | Video Editing | Compositing | Camera Tracking | & all above mentioned skills

3D, VFX, GRAPHIC, PRE-PRODUCTION, SCULPTING, Faculty & Animator

Oxl School of Multimedia, Amritsar center (OXL GROUP), AMRITSAR – INDIA

MAY 2010 - APRIL 2011

- I had managed all Digital Projects related to multimedia (2D, 3D, VFX, Graphics and web) & had given training to students and other trainees of Maya, 3Ds Max, Photoshop, Z Brush, Sketching, Clay Modeling, Pre-Production, Production & Post-Production etc. and I had managed all technical activities too.
- Cultivating relationships with other artists and internal partners to develop positive rapport for future opportunities.
- Led faculty and designer team in delivery of all projects & training sessions, resulting in final design and trained artists.
- Used 3D, VFX & Graphical design programs to create videos and images for use in diverse clients marketing campaigns.
- Developed all types of illustrative designs using customer specifications, company standards and mathematical formulas to produce results that met customer parameters.
- Transformed ideas into high-quality 3D and VFX creations to fulfill client requests.
- Applied Color theory, Golden Ratio, Rule of Third and lighting techniques in drawings and illustrations to add excitement, focus and depth.
- Resolved conflicts and negotiated mutually beneficial agreements between parties.
- Managed quality assurance program, including onsite evaluations, internal audits and customer surveys.
- Monitored social media and online sources for industry trends.
- Managed customer inquiries and concerns.

CG Artist, Concept Designer and Freelancer

WOWarts, DELHI INDIA

AUGUST 2009 - MAY 2010

- I did many types of freelancing projects related to Multimedia (2D, 3D, VFX, Graphics & Web) and had given training of 3D Modeling to Animation, Graphic and Visual Effects.
- Used 3D, VFX & Graphical design programs to create videos, 3D characters/objects and images for use in diverse clients marketing campaigns and gaming projects.
- Developed all types of illustrative designs using customer specifications, company standards and mathematical formulas to produce results that met customer parameters.
- Transformed ideas into high-quality 3D and VFX creations to fulfill client requests.
- Combined technical and artistic abilities to accomplish challenging animation objectives.
- Designed procures for storyboard composition, action creation and storytelling protocols to complete 25+ projects over 10 months' time-frame.
- I had given seminar and training also.

SOFTWARE EXPERIENCE

Maya

3D Modeling (Characters - Organic & inorganic), product designing, pack-shot, Texturing, Rigging, Skinning, Lighting, Animation, Dynamics, Particles. Rendering, etc.

3Ds Max

3D Modeling (architectural pre-visualization, interior, exterior, environment, organic, inorganic products, characters, pack shots), texturing, lighting, rigging, skinning, particles, dynamics, rendering, etc

Adobe Photoshop

Various type of graphic designing work, Digital Painting, image manipulation, correction etc.

Adobe Illustrator

Graphic Design

ZBrush

High quality organic & inorganic modeling, character designing, digital sculpting, texturing, posing etc.

Real Flow

High quality dynamic simulation

PTrack

Tracking & Matchmoving for VFX shots.

Adobe After Effects

High quality Motion graphics and Compositing, etc.

Adobe Premiere Pro

Editing, color correction, music & voice placing etc.

Arnold for Maya

Shading, texturing, Lighting & Rendering

V-Ray for 3Ds Max

Shading, texturing, Lighting & Rendering

Autocad

Map and Blueprint creation with measurements

Moho

2D Rigging, Animation, Lip synchronization, frame by frame animation, 2D dynamics, particles, camera placement, rendering etc.

EDUCATION (DIGREE/DIPLOMA)

B.F.A. (Bachelor of Fine Arts) 2005 - 2009

Govt. Inst. of Fine Arts JABALPUR (M.P.) INDIA

B.F.A. (Bachelor in Fine Arts) Commercial Art | Applied Art (4-year Degree Course)

Advance Diploma in 3D and VFX (AD3D+) 2007 - 2008

MAAC (Maya Academy of Advanced Cinematics) Kamla Nagar - Delhi INDIA

Advance Diploma in Cinematics, 3D & VFX

REDBOXX II 2008 - 2010

FRAMEBOXX, Kamla Nagar - Delhi INDIA

A Comprehensive Diploma in Cinematic, 3D Computer Animation & Visual Effects

SCHOOLING

Higher Secondary School Certificate (10+2) Jul 2003 - Mar 2005

Gyan Bharti High Secondary School, SHIVPURI CHHINDWARA

(MADHYA PRADESH BOARD)

High School Certificate (10) Jul 2002 — Mar 2003

Gyan Bharti High Secondary School, SHIVPURI CHHINDWARA

(MADHYA PRADESH BOARD)

ACHIEVMENT

Record Holder at Limca Book of Records for "NON-STOP Portrait sketching 130 hours"

Limca Book of Records

MAY 2007

Own a YouTube channel (**Dear Master**) with over 107k+ (107000+) subscribers and continue increasing.

PHYSICAL DISABILITY

I am unable to walk, so use wheelchair most of the time. My caretaker & friend **Arjun Singh** lives with me, for helping me out and traveling too. Arjun is a professional Graphic designer, Video editor, VFX Artist and Composer.

Required Condition: As I am unable to walk, I need my friend & caretaker (Arjun) with me, where I work and live.

So, if we get the chance to work together in the same office, this will be very nice. (This is my necessary requirement, kindly consider this requirement very much.

Thanks in advance)

Toon Boom Harmony

2D Rigging, Animation, Lip synchronization, frame by frame animation, 2D dynamics, particles, camera placement, rendering etc.

Toon Boom Studio

2D Rigging, Animation, Lip synchronization, frame by frame animation, 2D dynamics, particles, camera placement, rendering etc.

Paint Tool SAI

Digital Painting, Character Designing & Storyboard etc.

Marvelous Designer

3D Cloth creation & design

Wordpress

Website designing

Blender

3D modeling

OS

Windows, MAC

PERSONAL DETAILS

Hobbies: Travelling & Exploring | Painting | Digital Painting | Watching Movies | Discovery Channel | Reading Story books & Novels | Playing music on keyboard & Mouth organ etc.

Language

ENGLISH, HINDI

Nationality

INDIAN

Birthday

I was born on 7th August of 1987 (in papers/documents) and 26th August 1987 (in real).
