MD. SHAHID ALI

📍 Jamshedpur, Jharkhand

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PROFESSIONAL SUMMARY

Creative and detail-oriented **3D Artist** with hands-on experience in **product visualization, character modeling, environment creation, and animation** using Blender. Skilled in realistic materials, lighting, and camera animations to produce professional-quality renders and videos. Demonstrates versatility across various project types, including **advertising visuals, ocean simulations, and stylized character art**. Strong understanding of **Cycles** and **Eevee** rendering, texture mapping, HDRI lighting, and physics simulations. **Self-taught** through practice and online tutorials, combining technical precision with artistic creativity to deliver high-impact visuals.

TECHNICAL SKILLS

CATEGORY	SKILLS
MODELING	Hard-surface, sculpting, character, environment
TEXTURING	PBR, UV unwrapping, procedural shaders
LIGHTING/RENDERING	Cycles, Eevee, HDRI lighting
ANIMATION	Product animation, rigging, camera motion
SIMULATION	Ocean Modifier, physics, particles
POST-PROCESSING	Compositor, depth of field, color grading
TOOLS	Blender, Photoshop (basic), HDRI Haven
SOFT SKILLS	Creativity, attention to detail, adaptability
LANGUAGES	English, Hindi

PROJECTS

Titanic-Inspired Watch Animation – **Modeled & animated a luxury watch with realistic metal & glass shaders, smooth camera work, and premium lighting.**

Red Bull Product Render – **Created a high-quality can render with ice, realistic materials, water droplet effects, and HDRI lighting.**

Anime-Style Character Model – **Sculpted and textured a stylized anime-inspired female character with custom materials and lighting.**

EDUCATION

Year	Qualification	Institution
2024–Present	**B.Com (Bachelor of Commerce)**	Karim City College
2022–2024	**Class XII (Commerce)** — CGPA: 9.2	Xavier's English High School
2021	**Class X (Matriculation)** — CGPA: 6.6	Xavier's English High School

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ADDITIONAL LEARNING

- Self-taught Blender skills through practice, experimentation, and YouTube tutorials.
- Completed various personal projects focusing on modeling, texturing, lighting, and animation.