



Sherin Arangad Nazar 3D Artist

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📅 1997-09-29 🚩 Indian 🔗 Portfolio - sherinnazar.com
🌐 LinkedIn - Profile

👤 ABOUT ME

I am a self-taught artist, currently in Stuttgart living my Art School dream and looking for a working student role. Be it canvases or 3D viewports, giving the flair any artwork needs in order to shine before the people that perceive it; that is what I aim for. To build immersive worlds that connect and let connect. The thing about art, it never fails to bring people together, professionally or otherwise, in an office art team conceptualizing new trends, or in posting a new ArtStation work going solo.

🎓 EDUCATION AND TRAINING

03/2025 – Present
Stuttgart, Germany

Master of Arts - Research in Design, Art and Media

Merz Akademie, Hochschule für Gestaltung, Kunst und Medien Stuttgart 🔗
Visualizing innovative storytelling through 3D and VR, researching on building immersive worlds as a tether to the human psyche.

11/2021 – 05/2024
Bangalore, India

Bachelor of Science in Graphics and VFX

Jain University affiliated with Arena Animation Center 🔗
Studied practical courses on 2D animation, graphic design, Web design development, 3D modeling, animation, VFX, CGI, Rotopainting and more.

08/2015 – 09/2019
Calicut, India

Bachelor of Architecture (discontinued)

National Institute of Technology Calicut 🔗
Studied basics of building construction, structure, drawing aptitude, modeling 3D buildings with all of its framework on Revit, Sketchup, Rhino, etc. Designed base plans, elevations and sections of cafes, residences, hospitals and more.

06/2012 – 03/2015
Palakkad, India

Higher Secondary School Certificate

Kanikkamatha Convent English Medium Girls Higher Secondary School 🔗
Computer Science field

📁 WORK EXPERIENCE

10/2023 – 04/2024
Bangalore, India

3D Artist

AutoVRse

- Led the texturing project for the Dark pack environment with hand painted stylization for a VR rhythm based game
- Utilized Unity, Blender and Substance painter for modeling, texturing and compositing
- Play tested iterations using meta Quest 2 and 3 VR headset to try out final variation of models and textures used in the VR game
- Implemented a standalone VR scene (Lighthouse by the sea 🔗) as part of getting used to Unity during initial phase of working here

11/2022 – 04/2023
Ernakulam, India

Children's book Freelance Art Director

Folksnfables

- Worked with illustrators for children's books to direct art works in books
- Utilized Adobe InDesign to manage and composite book illustration and text
- Helped to concept and flesh out ideations for artwork in books

11/2020 — Present
Remote

Freelance Artist

Upwork

- Worked with various clients on Upwork and outside of it to take up 2D and 3D projects
- Projects ranged from portraiture, caricature, educational illustrations and 3D concept models

DIGITAL SKILLS


Documenting skills — Expert

- Microsoft Office
- Figma
- PureRef
- Notion

2D skills — Proficient

- Adobe Photoshop
- Adobe Illustrator
- Adobe Premiere Pro
- Adobe InDesign
- Adobe After Effects
- Clip Studio Paint

3D skills — Proficient

- -Portfolio In Drive- 
- Blender
- Unreal Engine
- Adobe Substance Painter/Designer
- Autodesk Maya
- ZBrush
- Marvelous Designer
- Unity
- Treeit, VUE, mari, AI model makers, etc.

PROJECTS

2024 — Present

One Mind

Unreal Blender Project

2024

Clementine's Lavender Store

2 day Unreal Project

2023

Dynamics

Maya VFX and Dynamics Simulation

2023

A51 Year 2050

Maya Environment

2016

Expressions

Hyperrealism Portraiture

LANGUAGE SKILLS

English — C1

CERTIFICATES

- Maya Udemy Certification 2021
- Upwork Skill Certification in illustration 2021
- Rhino-Grasshopper Crash Course Certification 2017