

Contact Information

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Personal Statement

My career goal is to gain industry experience and deepen my knowledge in my field to become a proficient and innovative professional. Through this internship, I hope to apply my academic learning in real-world scenarios, enhance my practical skills, and build a strong foundation for a successful career.

Education

I am currently a second-year student at École Intuit Lab, Mumbai, pursuing a degree in Game Art and Design. I expect to graduate in 2026. Throughout my coursework, I have gained extensive knowledge in various aspects of game creation, including character design, environment art, 3d modelling, and game mechanics.

Relevant Experience

I have worked on several college projects that have provided me with hands-on experience in 3D modelling, concept art, and level design. These projects have honed my skills in creating detailed models, developing original game concepts, and designing engaging and immersive game levels. Additionally, I have collaborated with peers on these projects, enhancing my teamwork and communication skills.

Skills

I have developed a strong set of technical skills, including 3D modelling, concept art, level design, and character design. I have developed a strong set of technical skills, including 3D modelling, concept art, level design, and character design.

Languages

Marathi (Native)

English (Conversational)