## Neil Lasrado | 3D Generalist

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## PROFESSIONAL SUMMARY

Passionate 3D Generalist with expertise in modeling, animation, VFX, and project management. Proven track record in delivering high-quality visuals and animations. Seeking opportunities to leverage skills in a dynamic corporate environment within the advertising, film and gaming industry.

<b>KEY COMPETENCIES</b>			
3D Modeling	Project Management	Blender 3D	
Animation	VFX	Unreal Engine	
Environmental Design	Adobe Suite (Ps, Pr, Ai, Ae)	Houdini	
PROFESSIONAL EXPER	IENCE		
Mediaspol   3D Generalist (Part-time)		Feb'24 - Present   Manchester, UK	
Created 3D visuals and anima animations.	tions for billboards across Europe, inc	luding product animations and logo	
Orrest Digital   Graphic Designer & Animator (Part-time)		Oct'23 - Dec'23   Manchester, UK	
Crafted logos, posters, and pro	omotional videos to enhance brand ide	entity.	
Motionvillee   3D Artist (Full-time)		Jan'23 - Jun'23   Indore, India	
Developed 3D animations for	promotional videos and websites, inte	grating 2D and 3D art styles.	
Kanine Klans   3D Generalist (Part-time)		Feb'22 - May'23   Lucknow	
Produced 3D animations for N	FTs and promotional materials.		
Rendergene   Founder (Self-Employed)		Oct'20 - Present	
3D Design and Animation + Bl	ender Consultation		
Clients Include: JBL, Nescafé,	FruitBowl Digital, Omnyk, Yieldchain, V	Vinzo, Xoogler, FalconX, DaveAI.	
ACCOLADES			

Fresher of the Quater Award at Motionvillee

1st Place: Engineering Project Exhibition at TECHNOVA '22 SJEC

Technical reviewer of a book on 'Photorealistic materials and textures in blender cycles'

## EDUCATION

Master of Arts Animation (VFX) | 2023 - Present Manchester Metropolitan University

**Bachelor Of Engineering Mechanical** | **2018 - 22** St Joseph Engineering College

Higher Secondary School Mount Carmel Central School, Mangalore

## **EXTRACURRICULAR ACTIVITIES**

Exhibition Leader TedxSJEC 2020 & TedxSJEC 2022

**Community Volunteer** St. Joseph Engineering college

**Facilitator** workshops on 3D modeling and Blender basics.