

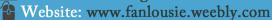
## FAIIVII NASIK

3D Character Animator

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## Summary

I started my career as 2D Animator where I learn various technical stuff to speed it up and easy way to make good quality animation.

After that, i have been in Game Industry for 7 year, where I explored gaming fundamental and various game engine. I will give my best to completed a given task, and be helpful for the team.

During my professional work experience, I gain ability to make high and low poly character as

Skills & Endorsements

Specialties:

High poly modelling

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