CONTACT

supreetha30@gmail.com
+91 9916787126

EDUCATION

- Bachelors in Engineering - RVCE 2009-2013
- PG Diploma in 3D animation, Graphic and Web Design 2014-2015
- UX Design Course by Google Coursera 2024

SKILLS

Software

- Adobe Photoshop, Illustrator, After Effects, Premier Pro Adobe XD, Figma, Cinema 4D, Maya, Blender, ZBrush, Unity3D

Design

- 3D modelling and texturing, UV Mapping, Shading, Lighting and Rendering
- User Interaction Design, Visual Design, Information Architecture, Wireframe, low-fidelity and high-fidelity mockups and Prototype
- 2D graphic illustrations, motion graphic design and video editing
- Excellent team leading capability, independent team player with excellent negotiation & leadership skills.
- Excellent verbal, oral, and written communication skills. Excellent analytical, quantitative, problem-solving, decision-making & conflict management skills

AWARDS & RECOGNITION

- Received multiple awards for developing 2D/3D assets and layouts for AR/VR Applications at Dell Technologies
- Won "Best Film" award at the Anigra –Short film festival-2014
- Completed Junior and Senior board exams for Carnatic Music, Veena (Instrumental) and Bharatanatyam.

Supreeta Skanda

3D ARTIST AND UX DESIGNER

Passionate and self-motivated creative artist with over 8 years of experience creating visually striking content for concept art and gaming to enhance user experiences. Enthusiastic about exploring new and innovative ideas to ensure the project's vision and values are met.

EXPERIENCE

ADVISOR- CONTENT DEVELOPER DELL TECHNOLOGIES
March 2020 to Current

Project Lead - Identified potential to develop 2D/3D assets for AR/VR/XR Applications and motion graphic videos for marketing and training. Developed user flow, empathy maps, wireframes low and high-fidelity mockups and prototypes. Took the initiative to lead various projects and handled customer communications and assisted team members in developing the assets.

3D ARTIST AND UX DESIGNER LIVING LEARNING
Nov 2018 – Feb 2020

Created 3D models of the Human anatomy to make explanatory videos of surgical procedures. Supported in Identifying user pain points, and develop user flow and empathy maps and low and high-fidelity wireframes and prototypes for web and mobile app layouts for telemedicine app (YoPro App)

3D ARTIST WEIR ENSCI
Dec 2017 – Oct 2018

Created low poly 3D assets and explanatory videos of various products where the assembly and disassembly of the products are showcased.

UX DESIGNER SARANYU TECHNOLOGIES
May 2015 – Sept 2016

Developed Low and High-Fidelity wireframes and mockups for OTT Platform

SOFTWARE TESTER CAPGEMINI
June 2013 – May 2014

Worked for the overall system integration of new billing solution for TMobile