

# MASHRU MISHU

CHARACTER ARTIST | WWW.FX81.COM | mashru21@hotmail.com | Cell: 347.981.3042

## PROFILE

I love making characters and creatures for video games. I have over a decade of experience and have worked on 30+ game titles. It still feels fresh and interesting to me because I absolutely enjoy making art and learning new techniques and styles every day. I hope to continue making art and contribute to many more projects in the future.

## SKILLS

- Highpoly character and creature modeling & sculpting
- Hand-painted and photo-realistic texture painting
- Realistic human and animal anatomy understanding
- Realistic cloth sculpting and cloth simulation
- Stylized character modeling and sculpting
- Lowpoly realtime modeling and LOD creation
- Scan data clean up and converting to sculpting app
- Efficient topology, retopology and UV mapping
- Strong understanding of materials and shader setup
- Research and development for new techniques
- Strong communication and training ability

## TOOLS

- Maya – advanced knowledge 12+ years
- Photoshop – expert knowledge 18+ years
- Mudbox – expert knowledge 10+ years
- Topogun – expert knowledge 10+ years
- UDK – basic to standard knowledge 8 years
- CryEngine3 - export/import and shaders
- xNormal - baking maps
- Marmoset Toolbag - rendering
- Marvelous Designer – cloth simulation
- Zbrush – basic sculpting and detailing
- 3ds Max - basic export/import

## EXPERIENCE

- |                      |                                                                                                                                         |
|----------------------|-----------------------------------------------------------------------------------------------------------------------------------------|
| May-10<br>to present | ▪ Freelance Artist - Self Employed<br>Created characters, creatures, weapons and props for 30+ game titles. (List 2 <sup>nd</sup> page) |
| Jun-13<br>Nov-14     | ▪ Freelance Artist - Arkane Studios<br>Character artist on Dishonored 1 & 2                                                             |
| Apr-13<br>Aug-14     | ▪ Freelance Character Artist - RedLynx Studios<br>Character artist on Trials: Fusion, Evolution & DLC                                   |
| Jun-06<br>May-10     | ▪ Character Artist - THQ Kaos Studios<br>Character artist on Frontlines and Homefront                                                   |

## EDUCATION

- |                 |                                                                                                           |
|-----------------|-----------------------------------------------------------------------------------------------------------|
| 2002<br>to 2006 | ▪ School of Visual Arts - New York<br>Bachelor of Fine Arts, Computer Art. Deans List and Honors Student. |
| 1996<br>to 1998 | ▪ GCSE O & A Level Exams - British Council, Bangladesh<br>Secondary and Advanced Secondary Exams          |

## **Project I worked on so far:**

Friday the 13th (ArtBullyProduction / Illfonic)  
Overkill's The Walking Dead (Overkill/Starbreeze/Shapefarm)  
Dishonored 2 (Arkane Studios)  
Rise of the Tomg Raider (ArtBullyProduction / Crystal Dynamics)  
Batman: Arkham Knight (Liquid Development/ WB/DC)  
EVOLVE (Liquid Development/ Turtle Rock)  
SOMA (ArtBullyProduction / Frictional Games)  
Devil's Third (Shapefarm / Valhalla Studios)  
Dishonored: Brigmore Witches DLC (Arkane Studios)  
Dishonored: Knife of Dunwall DLC (Arkane Studios)  
Dishonored (Arkane Studios)  
Hawken (Adhesive Games)  
Gangstar 4 (Gameloft Montreal)  
Gangstar 3 (Gameloft Montreal)  
Modern Combat 4 (Gameloft Montreal)  
AMD Ruby Tech Demo (ArtBullyProduction / Illfonic)  
Star Trek (ArtBullyProduction / Digital Extremes)  
Trials Fusion (Redlynx / Ubisoft)  
Trials Evolution: Gold Edition (Redlynx)  
Trials Evolution: Origin of Pain (Redlynx)  
Trials Evolution (Redlynx)  
Ben 10: Omniverse (ArtBullyProduction / Vicious Cycle)  
Counter-Strike: Global Offensive (ArtBullyProduction / Valve)  
Doom 4 (id software)  
Firefall (Liquid Development / Red5 Studios)  
Infamous 2 (Valkyrie)  
Alli Skate (4MM Games)  
Fear3 (Exis/ Day1Studios)  
Natural Selection 2 (ArtBullyProduction / Unknown Worlds)  
The Darkness 2 (ArtBullyProduction / Digital Extremes)  
Frontlines: Fuel of War (Kaos/THQ)  
Homefront (Kaos/THQ)  
Deep Black (Biaart)  
Nexuiz (ArtBullyProduction / Illfonic)

LinkedIn:

<https://www.linkedin.com/in/mashru>