AKASH DHOLAKIA
ENVIRONMENT ARTIST

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Personal Profile

Environment Artist for Video Games

Key Strengths

- Excellent Understanding of Pipeline in modern video games and the PBR Pipeline.
- Organic and Hard surface sculpting/modeling skills.
- Procedural mesh and texture creation using Substance Designer and Houdini.
- Good High and Low Poly Modeling with emphasis on clean edge flow.
- Lighting and Technical Modeling such as Level of Detail (LOD) and collisions.
- Technical understanding of UE4/Unity including Particles and Shader/Materials creation.
- Excellent communication skills and ability to work with a big or small team.

Experience

- **Creative Assembly – Environment Artist (June 2015 – Current)**
    - Owned a map and did all aspects of map creation and optimization.
    - Modeled and textured modular kit bash pieces to be used across the game.
    - Terrain sculpting, set dressing, layouts and polished maps and assets.
- **Crystal Dynamics – Environment Artist (May 2014 – March 2015)**
    - Level Set Dressing and conversion of block mesh design areas to game art.
    - Modeled and textured assets along with Shader creation using in house engine.
    - LODs/Collision/Shadow mesh creation of props.
- **Glowstick Games - Environment Artist Intern (Dec 2013 – March 2014)**
    - Modeled and textured environment props used for both PC and mobile versions.
    - Built level maps and level block outs.
    - Worked on a tight deadline and exceeded expectations.
- **Trine Games – Environment Artist Intern (June 2012 – August 2012)**
    - Worked on 'Move Street Cricket' for PlayStation 3.
    - Modeled and textured environment props, lighting in Unreal Engine.
    - Worked closely with other Environment Artists, Level Designer and Art Director.

Technical Skills (Softwares)

Maya, 3DS Max	UE4, Unity	After Effects, Nuke
Zbrush, Mudbox	Ndo2, dDo	Basic C++
Photoshop	World Machine	Substance
Designer/Painter		

Education

Academy of Art University, San Francisco, CA
BFA Game Design, 2009-2013

KV INS Hamla, Mumbai, India
Science, 2000-2009