



## 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  
Zbrush, Mudbox  
Photoshop  
Designer/Painter

UE4, Unity  
Ndo2, dDo  
World Machine

After Effects, Nuke  
Basic C++  
Substance

## Education

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

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