

# SAURABH JETHANI

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C: 604-813-4309 | saurabhjethani00@gmail.com

## Summary

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Character artist who is always looking to improve himself as an artist whilst contributing to the production of making real time characters of the best quality I can possibly achieve.

## Skills

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- 3D Modeling
- Character Modeling
- Creature Modeling
- Digital Sculpting
- Texturing
- High res modeling
- Low res modeling
- Hard surface modeling

## Experience

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- Hellbent Games  
Character Artist ( May 2018 - Present )

## Education and Training

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**High School Diploma: Mathematics** **2015**  
Maharishi Vidya Mandir Raipur, Chhattisgarh, India

**Character Art for Games** **2017**  
Think Tank Training Centre Vancouver, British Columbia, Canada

## Software

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Zbrush, Maya, 3dsmax, Photoshop, Substance Painter, Marmoset Toolbag, Unreal Engine, Xnormals, Marvelous Designer, Keyshot

## References

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- Christopher Cao, Bioware (Senior Character Artist) E : christophercao@hotmail.com
- Pierre Bourgeot, Next level Games (Lead Character Artist) E: pierrebourgeot@gmail.com
- Adar Bronstein, Hellbent Games (Lead Character Artist) E: adar@adarart.com

## Personal Information

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Date of Birth : 3rd of December 1996  
Nationality : Indian  
Languages : English, Hindi