

# AMIT KUMAR KOLAY

## 3D CHARACTER ARTIST | RESUME

### CONTACT INFO :

Mobile : +91 7760058080  
Email : [kolayamit@gmail.com](mailto:kolayamit@gmail.com)  
Website : <http://www.kolayamit.com>

### ABOUT ME :

3D Character Artist creating high quality artwork following the guidelines and vision of Client. Specialize in Modelling, Sculpting, Texturing and Lookdev of Realistic High Quality 3D Characters and props.

**SKILLSET :** High poly modelling/sculpting, Low poly modelling, UV Mapping, Texture Painting (PBR) - Albedo/Diffuse map, Spec/Roughness/Metallic map, Ambient Occlusion map, Height/Normal/Displacement Map Generation, Digital Sculpting and Lookdev.

### SOFTWARE :

Autodesk Maya, Pixologic Zbrush, R3DS Wrap, The Foundry Mari, Allegorithmic Substance Painter, Allegorithmic Substance Designer, Adobe Photoshop, Marmoset Toolbag, Unreal Engine 4, Unity 5 and Keyshot.

### WORK EXPERIENCE :

Currently, 3D Character Artist at Technicolor Games(Dec 2018- Present) - Description :  
Fifa 2020 – Character Modeling, Sculpting and Texturing

Freelance 3D Character Artist at Freelance (Jul 2017 – Nov 2018) - Description :  
Working remotely for VFX, 3D print, Video Games and 3D Design Projects.

Texturing Artist at Double Negative (Jan 2017 – Jun 2017) – Description :  
Pacific Rim Uprising - Texturing Artist  
American Assassin - Texturing Artist

Texturing and Lookdev Artist at MPC (Jun 2014 – Dec 2016) - Description :  
Alien: Covenant : Texturing and Lookdev Artist  
Wonder Woman : Texturing and Lookdev Artist  
X-Men: Apocalypse : Texturing and Lookdev Artist  
Batman v Superman: Dawn of Justice : Texturing and Lookdev Artist  
GhostBusters : Texturing and Lookdev Artist  
Pirates of the Caribbean: Dead Men Tell No Tales : Texturing Artist  
Suicide Squad : Texturing Artist  
Miss Peregrine's Home for Peculiar Children : Texturing Artist  
Goosebumps : Texturing Artist

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Night at the Museum: Secret of the Tomb : Texturing Artist  
Fast & Furious 7 : Texturing Artist

Texturing Artist at Prime Focus World (Dec 2013 – Jun 2014) - Description :  
Sincity 2 - Texturing Artist

Texturing Artist at Turtle in Motion (Apr 2013 – Nov 2013)

Texturing Artist at Crest Animation Studios (May 2011 – Feb 2013)

Texturing Artist at Lucid Creations Private Limited (Nov 2009 – Apr 2011)

Texturing Artist at Technokala (Dec 2008 – Oct 2009)

Texturing Artist at Orbit Animate (May 2008 – Nov 2008)

**EDUCATION AND TRAINING :**

Passed I.C.S.E. in 2001

Passed I.S.C. in 2003

Passed Diploma in Multimedia and Animation in 2007

**ADDITIONAL INFO :**

Nationality : Indian

Age : 33

Language skill : Bengali (reading, speaking and writing)  
English (reading, speaking and writing)  
Hindi (reading and speaking)