

Vibhas Virwani

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PROFESSIONAL SUMMARY

Looking for my break into the mainstream industry. MA degree in game art and animation from the University of Abertay Dundee (2010-2012), Scotland. A B.tech. degree course (2006-2010) in Computer science & engineering gives me a strong technical foundation (understanding of OOPs concepts), an edge to learn new software and support creative production. Insatiable passion for Art, Animation and CGI. I would love to see myself working as a full-fledged AAA technical artist in the next 5 years max.

WORK EXPERIENCE

Senior Game artist & animator (Full-time) Gamezop / Advergame technologies pvt. ltd.	Jul 2017 - Apr 2019
2D Game Background artist (Contracted) Chris Guin / Adventures of Chris 2	Nov 2018 - Feb 2019
Creature concept illustrator (Contracted) Ryan Franzman / Warlok productions	Apr 2018 - Jun 2018
UI artist (Contracted) Rishabh Agarwal / Creatiosoft pvt. ltd.	Aug 2017 - Oct 2017
Character concept illustrator (Contracted) Tom Brancheau / Fire technician Solutions	May 2017 - Sep 2017
Character concept artist (Contracted) Ryan Franzman / Warlok productions	Dec 2016 - May 2017
Concept artist and illustrator (Contracted) Ryan Franzman / Warlok productions	Apr 2016 - Nov 2016
Game artist and animator (Full-time) Hashstash studios pvt. ltd	Jul 2015 - May 2016
Album cover illustrator (Contracted) Adam Dunbar/The Nebulosity	Sep 2015 - Dec 2015
Concept artist & Illustrator (Contracted) Ryan Franzman / Warlok productions	Jun 2015 - Dec 2015
2D & 3D concept artist (Full-time) Magic Spangle pvt. ltd.	Nov 2014 - Mar 2015

Lead Game artist & animator (Full-time) Abhishek Bhayana / Nikola Tech pvt. Ltd.	Apr 2014 - Nov 2014
Digital Illustrator (Contracted) Michael Rogers	May 2014 - Jun 2014
Advertising illustrator (Contracted) Varun Seth / Metal communications pvt. Ltd.	Apr 2014 - May 2014
Character Illustrator (Contracted) Ricky Shayana / Shayanashop	Aug 2013 - Oct 2013
Promotional & Marketing illustrator (Contracted) Kip Condor/ Bull Run Bicycles	Feb 2013 - Jun 2013
Graphic designer and artist (Full-time) Studiofry productions pvt. Ltd.	Aug 2012 - Jan 2013
Game Illustrator (Contracted) Game Gurus pvt. Ltd.	Jun 2012 - Jul 2012
Digital comic book illustrator (Contracted) Jon Grilz	Apr 2010 - Jun 2011

EDUCATION

MA Game art & animation University of Abertay • Dundee	Sep 2010 - Jun 2012
Bachelors of Technology, Computer Science & Engineering IILM institute of technology, U.P.T.U • Greater Noida	Aug 2006 - Jul 2010

SKILLS

I am currently involved with Concept design, 2D game art, animation & Illustration. I have explored pre-visualization, concept art, game production art and animation, using both 2D and 3D techniques, using various software and game engines (such as Photoshop, Unity, Unreal, crazy bump, speed-tree, Substance painter, Dragonbones, illustrator, After effects, Maya, Zbrush, Flash, 3DS Max).