

PALLAVI MARUVADA

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WORK EXPERIENCE

BUDGE STUDIOS, MONTREAL

Team Lead 3D Artist

March 2019 - Present

- Responsible for managing, training an art team, scheduling, validating art assets and presenting ideas for efficient workflow for Barbie Dreamhouse Adventures and RaceCraft.

BUDGE STUDIOS, MONTREAL

3D Artist

October 2018 - February 2019

- Responsible for creating low poly optimized environments, characters and props for Barbie Dreamhouse Adventures; and Thomas and Friends: Go Go Thomas.

CLARTOONS INC., TORONTO

Lead Artist

December 2016 - March 2018

- Responsible for creating and optimizing art assets, managing an art team and helping define the pipeline for a kids TV show (Hahn Films AG).

MARK MEDIA, TORONTO

3D Artist

December 2014 - November 2016

- Miao Miao, an educational TV show for kids that teaches them early Mandarin Chinese language -
 - Responsible for creating 3D art assets.
- Shuyan, The Kung Fu Princess, an episodic narrative adventure game for IOS, Android, Xbox -
 - Responsible for creating low poly environments, Optimization, presenting ideas for efficient workflow, scheduling and managing a small art team.

SELF EMPLOYED

Freelance Artist

August 2013 - November 2014

- Responsible for creating art works including - 2D/3D art, graphic designing and Invitations for clients.

iGOTCHA MEDIA, MONTREAL

3D Modeler - Freelance

June 2013

- Promotional Experience for the just for Laughs festival in Montreal -
 - Responsible for creating high-poly 3D Models of various hair wigs and texturing them.

AYOGO Inc., VANCOUVER

Game Artist (Intern) & 2D/3D Artist

September 2012- February 2013

- Milk vs. Cats in collaboration with Dare Digital Canada, an iPhone game for kids-
 - Assisted in creating textures for the characters, optimizing the models, and developing the environmental assets.
- Lightspeeder (under RudeBoy Games, a part of Ayogo Inc.) - A fast Paced iPhone / Android game for kids-

- Responsible for creating new environmental assets, graphic designing and optimization of all game assets.
- A Maze game for kids, under NDA-
 - Assisted in developing 3D assets for the game and integration of art assets in Unity game engine.

CDM IN COLLABORATION WITH ROADHOUSE INTERACTIVE, VANCOUVER
Lead Artist

May 2012- August 2012

- Dramatic Chipmunk, a fun game for all platforms based on a youtube meme-
 - Responsible for conceptualizing, modeling, texturing, animating and rendering the game characters; and creating backgrounds.

FULL INDIE GAME JAM, VANCOUVER
Volunteer

June 2012

- Volunteered in the Full Indie game jam 2012 held in the GNWC campus.

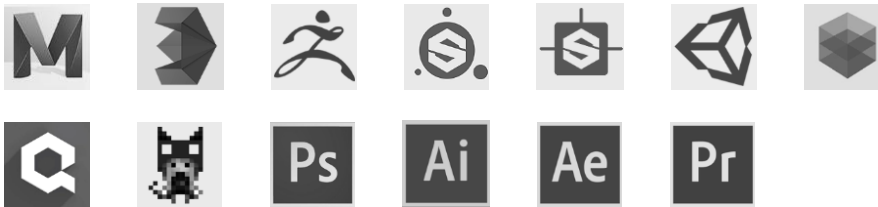
CDM IN COLLABORATION WITH SKYBOX LABS, VANCOUVER
3D / Concept Artist

January 2012-April 2012

- Kawa Monsters, a turn-based iPad monster battling game for kids-
 - Created concept arts and textures for the characters and assisted in animating the models.

SKILLS

Software Skills:



Art Skills:

- 3D Modeling, Sculpting, Texturing, Lighting, Rendering
- 2D Art, Digital Painting, Concept Art, Illustration
- UI Design, Graphic Design, Logo Design
- Compositing, Video-Audio Editing

General Skills:

- Great creative potential, great team player and leader.
- Keen observer, detail oriented, quick learner, adaptable and reliable.
- Excellent verbal and written communication skills in English.
- Self-driven, result oriented, strong analytical and problem solving skills.

EDUCATION

Center for Digital Media, Simon Fraser University, BC, CA

2011 - 2012

- Masters of Digital Media

International Academy of Computer Graphics,
 Jawaharlal Nehru Technological University, Hyderabad, India

2007 - 2011

- Bachelors in Multimedia
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