

Hitansu Tripathy

Character Artist (Upper Intermediate)@MASSIVE Entertainment –A Ubisoft Studio

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SUMMARY

An Anatomy, Nature & Sculpture lover.

I believe Art is always born from the observation & investigation of nature. These days I am having fun working as a Character Artist. I have been gathering experience during the last about 10 years, creating 3d weapons, vehicles, props, environment & **specialized in characters** for Video Games.

My goal is to keep pushing myself both at work and at an individual level, keeping myself up to date in this industry which has been influencing me since I held a Wacom pen, several years back.

SKILLS

- 3D Modelling
- Digital Sculpting
- Texturing skills. Expertise with PBR technology □ Rendering and Compositing.
- Experience with Scan Models (*Capturing, Generating Mesh/Textures from Scanning program and Creation of In-game models*)
- Highly skilled in High quality AAA Character creation – high-poly 3D hard surface modeling & organic sculpting, low-poly 3D modeling, 2D texture creation and real-time material authoring. □ Great ability to reproduce the assets inspired from the real-world references/Concept Art.
- Great understanding of technical limitations and creative solutions within development of computer games.
- Quickly adaptable to new generation cutting edge technology and software.
- Great awareness and understanding of the technical capabilities and limitations of the Engine/Platform.
- Goal oriented, self-motivated, very positive attitude and a quick learner.
- High respect of deadlines and mile stones.
- Worked closely and mentored several Junior members in the Team.

TOOLS

2D/Texturing Applications	: Adobe Photoshop, 3D COAT, Substance Painter, Quixel
3D Applications	: Autodesk 3DS MAX, Autodesk Maya
Sculpting Program	: Pixologic Zbrush
Simulation	: Marvelous Designer
Other Tools	: V-Ray, X-Normal, Crazy-Bump, Knald, Marmoset viewer.
Level Editors	: Crytek, Unreal Engine, FUEL and other In-House editors

Revision Control System : SVN, Team Foundation Server and Perforce
Project Management Software : Shotgun Software, TAIGA, JIRA, Concept Share

WORK EXPERIENCE

Character Artist (Upper Intermediate)	Massive Entertainment	FEB 2019 - Present
Senior Game Artist	Dhruva Interactive	AUG 2016 – JAN2019
Senior Game Artist	SUMO Digital	APR 2016 – AUG 2016
Experienced Game Artist	Dhruva Interactive	SEP 2013 – APR 2016
Junior Game Artist	Exigent Game Art	AUG 2012 – SEP 2013
3D Artist	Indriyan Media works	SEP 2011 – APR 2012

PROJECTS

MASSIVE ENTERTAINMENT	Tom Clancy's The Division 2 (Warlords of New York)	<i>Character Creation</i>
NAUGHTY DOG	Last Of Us 2 (Pilot & project)	<i>Character Creation</i>
SQUAR-ENIX	Marvel's Avengers	<i>Character Creation</i>
STARBREEZE	Overkill's The Walking Dead	<i>Character Creation</i>
SMILEGATE	Crossfire 2	<i>Character Creation</i>
BETHESDA	Pilot (Unannounced title)	<i>Character Creation</i>
UBISOFT	Pilot (Unannounced title)	<i>Character Creation</i>
SONY BEND	Days Gone	<i>Props (Sculpt Heavy)</i>
ARKANE	Pray (Pilot)	Props
SUMO DIGITAL	dead island 2	<i>Character Creation</i>
CAPCOM	DEAD Rising 3	<i>Character Creation</i>
SONY JAPAN	Pilot (Unannounced title)	<i>Environment Art</i>
STARBREEZE	Payday 2	<i>Character Creation</i>

SONY LONDON	Street Luge	<i>Vehicle and Props</i>
PLAYGROUND	Forza Horizon 2	<i>Environment Art</i>
QUOLCOM	Android Game	<i>Character Creation</i>
ROCKSTEADY	The Arkham Knight:	<i>Characters and Environment Props</i>
AMD	AMD showreel	<i>Development of showreel 2012/13</i>

REPO / ACHIVEMENTS

- **Dhruva Interactive Portfolio**

Teamed up with our Studio Art Director and a concept artist to create Portfolio for the Character team. I was responsible to do research and build the story and character along with the Concept artist.

Scouted a similar Human reference (as per the concept art) at Bangalore and captured all the required images (with support) to generate the 3d Model and texture of the Character's face.

Realized the 3D version of the Concept Art.

Proud to say that the response was fantastic at the XDC event and on the Online Forums. *(Details Below)*

- **TOP ROW spot in Zbrush central**

<https://www.zbrushcentral.com/t/kashar-khan-portfolio-project-of-dhruva-interactive/206085>

- **Editor Pick in CGPlus and Art station** **Featured in Marmoset Tool bag 3 Showreel**

<https://www.youtube.com/watch?v=oA9OAqSIZzw>

- **Featured Artwork in Quixel's website**

Worked Onsite at Starbreeze HQ on Story Character Development for Overkill's The Walking Dead

- **Benchmarking Visual and Technical Quality for the NPC's Head in DIVISION 2**

EDUCATION

Diploma In 3D Animation and Visual Effects