

Professional Experience

Freelance Artist

Digital and Traditional Artist

July 2010 – Present

Currently, I m working on characters and animal meshes, from creation model to animating them for ECOVIA amusement parks.

Lakshya Digital Pvt Ltd.

Senior Game Artist

May 2007 – June 2010

I was working on textures, models and Concepts for the Next Generation game titles such as Bully, Smackdown vs. Raw 2009/10 – Legends, Saw, Xbox Live Avatars, DC Universe etc. from various developers like EA, Maddoc, Shortfuze, Icarus, Vivendi, Yukes, Microsoft Games Studio and Sony Online Entertainment.

I have also been a part of the Internal Game projects as the texture artist.

V-Being Games Development

3D Visualiser and Concept Artist, Game Modeler

February 2005 – April 2007

My job was to create Game Assets and Concept Arts for in-house Game Project Marker Nash.

I Learned and worked with leading game engines like Touchdown Entertainment's Jupiter Engine and D-edit.

I also designed UI and Concept Arts for in-house Game Project Sengoku. Also learned and worked to calibrate with the game engine created with Microsoft's DirectX Libraries.

I worked on offshore projects from clients like Kuju, Short fuze, Quantic Dreams etc. with company's website by delivering the state of art quality models and textures.

Candid Event Management

3D Visualiser

Oct 2004 To Jan 2005

My responsibility was to create Props and other Event management assets in 3d softwares. I did Work on visualizations for promoting art decoration including themes, banners and posters for events from the Companies like Motorola, Pepsi and Canon.

Lorange Event Dynamics

3D Visualiser and Graphic artist

May 2004 To September 2005

I handled many promotional graphic art related contents like brochures and flyers and worked on props and onstage event decoration in 3d software.

Education

2003-2004

- **Specialization in 3ds Max.**(Maya Academy of Advanced Cinematics)

1999-2003

- **Bachelor in Fine Arts**(Delhi College of Arts)

2001-2002

- **Diploma in Multimedia**(Arena Multimedia)

1998-1999

- **Passed Senior Secondary Examination**(St,Martins Public School, CBSC, Delhi)

Skill Sets

3Ds MAX – I have more than 4 years of experience using this software and am familiar with most of its advanced features. Very experienced and fast, utilizing many shortcuts and addons. It is my primary choice for Modeling and Texturing though I have some experience in D-Edit and Maya.

PHOTOSHOP – My de-facto choice while creating Textures and designing brochures, advertisements and Campaign. Worked on it for more than 5 yrs.

ZBRUSH – Because its getting a natural option for many studios for high Resolution modeling and also for ease of use, I m confident to use this software for sculpting and texturing purposes.

COREL PAINTER, ADOBE ILLUSTRATOR, VRAY.

TRADITIONAL PENCIL AND PEN RENDERING, 2D DIGITAL PAINTING for concept art and orthographic, also with understanding of anatomy and form.