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## 3D Game Artist

Creative and detail-oriented Game Designer with expertise in 3D environment art, Props and material design. Skilled in 3D modeling, texturing, Rendering, troubleshooting, and maintaining asset libraries to create immersive and visually stunning game worlds. Adept at collaborating with cross-functional teams to deliver polished, engaging environments that captivate players.

## Skill and Competencies

- 3D modelling and Sculpting
- Texturing and UV Mapping
- Lighting and Rendering
- 3D Asset Optimization
- Collaboration and Teamwork
- Time Management
- Attention to details
- Problem solving and Debugging

## Software Proficiencies

- Autodesk Maya
- Blender
- Substance Designer
- Substance Painter
- Zbrush
- Unreal Engine
- Unity
- Adobe Suite
- Davinci Resolve
- Procreate

## Work Experience

**Arcade Games Designer** 09/2019-08/2024  
Super Amusement Games

- Redesigned over 25 different games and Rides
- Implemented Inhouse Product Photography and creative videos team
- Created a Team of Graphic Artist for Company needs

**Google Trusted Photographer** 09/2016-04/2019  
360 Degree Virtual Photography for Google Maps

- Photographed over 500 Business/Locations all across India
- Catalogued 52 Swaminarayan Temples across India

## Education

**Frameboxx 2.0, Ahmedabad** 2023-2024  
3D Game Artist

**LJ Institute, Ahmedabad** 2013-2016  
Bachelors of Computer Application