Aathi Eshwar

Video Game Developer

EXECUTIVE SUMMARY

Dedicated and creative Game Developer and Designer with 2 year of experience in the video game industry. Committed to delivering top-quality gaming experiences by leveraging a strong skill set in development, design, and teamwork. Seeking a challenging role where I can contribute my expertise and continue to grow as a professional in the field.

CONTACT DETAILS

Mobile: 7010665491
Email: athie281@gmail.com
Portfolio: https://aathi-eshwar-portfolio.netlify.app/

CAREER PATH

Collaborated cross-functionally to conceptualize, develop, and design gameplay features, mechanics, and systems for mobile.Contributed to the ideation, creation, and refinement of game concepts, narratives, and immersive game worlds. Designed and implemented engaging gameplay mechanics, including character interactions, combat systems, and user interfaces.Demonstrated expertise in debugging, bug tracking, and performance optimization, resulting in consistently smooth and bug-free gameplay.Maintained a strong awareness of industry trends and emerging technologies, consistently enhancing my game development skill set.

EXPERIECNCE

Expertise in making small animation projects
Work Experience

3D Generalist
Tridentverse
Jul 2024 – Present
- Responsible for creating high-quality 3D assets and environments for games and interactive media.
- Collaborate with designers and developers to optimize assets for performance and visual fidelity.
- Ensure seamless integration of 3D models into the pipeline with attention to detail.

Game Designer
Dumadu Studios
Feb 2024 – May 2024
- Designed engaging gameplay mechanics and levels to enhance player experience.
- Worked closely with the development team to implement and refine game concepts.
- Conducted playtests and gathered feedback to improve game balance and flow.

Technical Artist
Tawasol Riyadh
Mar 2023 – Jan 2024
- Bridged the gap between art and technology by creating tools and shaders to optimize workflows.
- Assisted in the integration of assets into game engines while maintaining visual quality.
- Collaborated with artists and programmers to troubleshoot and resolve technical challenges.

Internship – Technical Artist
Strall Pvt. Ltd.
Nov 2022 – Feb 2023
- Supported the art team in creating and optimizing assets for game production.
- Gained hands-on experience in tools and pipelines used in game development.
- Contributed to the development of shaders and visual effects.

SOFTWARE SKILLS

1. UNREAL ENGINE
2. UNITY
3. GODOT
4. HOUDINI
5. BLENDER
6. FIGMA
7. ADOBE CREATIVE SUITE
8. ADOBE XD
9. MAYA
10. ZBRUSH

ACADEMIC HISTORY

Jain University
Bachelor of Vocational in Game Design and Development
• Successfully created a prototype video game for senior thesis project

TVS Matriculation Higher Secondary School
Completed in the year 2018