
Abhishek Pathak

Technical Artist

Haldwani, Uttarakhand

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PORTFOLIO

- <https://vimeo.com/854247623>

SKILLS

- 3D Models: Proficient in creating high-quality 3D models, textures, rigs, and animations for games and interactive media.
- Shader Development: Experience in shader creation and material authoring using GLSL/HLSL to enhance visual quality and realism in real-time environments.
- Programming Languages: Strong knowledge of C++, C#, Python, Shell Scripting and Typescript for developing interactive elements, game mechanics, and scripting functionalities.
- OpenGL and GLSL: Skilled in utilizing OpenGL graphics library and GLSL to create advanced graphical effects and optimize rendering pipelines.
- Cross-disciplinary Collaboration: Effective communicator and team player, able to work closely with artists, designers, and programmers to ensure seamless integration of assets and features.
- Optimization Techniques: Expertise in optimizing assets for performance and memory efficiency while maintaining artistic integrity and visual quality.
- Problem Solving: Proven ability to identify and resolve technical challenges, troubleshoot issues, and implement innovative solutions to enhance the overall user experience.

EXPERIENCE

Freelance Technical Artist

MAY 2021 - PRESENT

- Collaborated with various clients on a range of projects, including game development, interactive media, and virtual reality experiences.
- Designed and implemented optimized asset pipelines, ensuring efficient workflow processes and seamless integration of assets into different engines.

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- Created visually stunning shaders, textures, and materials to enhance visual quality and realism in real-time environments.
 - Leveraged scripting skills to develop tools and automation scripts, streamlining asset creation, optimization, and integration processes.
 - Worked closely with clients and cross-functional teams to deliver high-quality assets and achieve their artistic vision while adhering to technical requirements.
 - Continuously adapted to new technologies and industry trends to provide innovative solutions that enhance the overall user experience.

Imuons Web Solutions , Pune- *Unity Game Developer*

JULY 2019 - APRIL 2021

- Designed, developed, and optimized gameplay mechanics and systems for mobile games using Unity, resulting in engaging and polished user experiences.
- Collaborated with artists and designers to implement assets, animations, and visual effects, ensuring a seamless integration of gameplay and aesthetics.
- Utilized C# scripting to create and maintain interactive elements, user interfaces, and in-game logic, enhancing player immersion and satisfaction.
- Conducted performance profiling and optimization techniques.
- Participated in agile development sprints, contributing to planning, feature implementation, and bug fixing to meet project milestones and deadlines.

EDUCATION

National Institute of Technology, Kurukshetra - *BTech*

Electronics and Communications.

2015 - 2022