ARITRA GHOSH

3D ARTIST
(Self-taught 3D enthusiast)

About Me

As a 3D artist, I am passionate about bringing imagination to life through digital art. With a keen eye for detail and a strong technical skillset, I specialize in creating visually stunning 3D models, environments, and animations that capture the essence of the project I'm working on.

Personal Details

Date of Birth
21-02-2002

Email-
arimanav007@gmail.com

Phone.no
8777694465

Website & Social Links

Behance
https://www.behance.net/arizzportfolio

Artstation
https://www.artstation.com/aritraghosh

Software Proficiencies

Blender 3D
3Dsmax
Zbrush

Unreal Engine 5
Unity Game Engine

Adobe Photoshop
Adobe Premiere pro

Substance Painter
Substance Designer

Experience

Salvation Games (Sept 2020-Nov2020)
3D Artist, Intern

I have previous experience as a 3D generalist at salvation games studios. My whole work dealt with delivering complete models (3D modelling plus 3D texturing) before deadline. And sometimes I was also asked to create environments with given assets or props.

Xplorazzi Adventures Pvt.Ltd (Oct 2021-April 2022)
3D Artist, Intern

I am responsible to deliver complete lowpoly 3D models for AR based application. All the models that I create is optimized to its maximum capacity, and ready to be use on any web- based platform as well.

Wow Labz (April 2022 -present)
3D Artist(fulltime)

In my present company I am working on Unity Engine to design lots of environments/ props for games, VR , metaverses. I collaborate with my fellow designers and unity developers to provide the best design visuals possible.

Education

The Future Foundation School
Mar 2017 - Mar 2019

Bhawanipore Education Society college (B.com Hons)
July 2020- Present