

BHANDARI UDAY KUMAR

Technical Artist

My Contact

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 Bengaluru



Software's :

- Maya
- Blender
- Substance painter
- Unity Engine
- Unreal Engine
- Adobe Creative suite

Key Skill

- 3D Modeling
- 3D Animation
- UV Texture Mapping
- Level Designing
- c#
- Shader & Vfx Graph
- Lighting & Rendering
- UI /UX
- Spline .

-Team Management

-Game pipeline Management

Education Background

- Diploma of Education, Computer Game and AR / VR 3D Animation, Interactive Technology.
Fly High Animation
Completed in 2021
- HSC
Sri chaitanya Clg
Completed in 2020

About Me

As a Technical Artist in the gaming industry with 4 years of experience. I bring a unique fusion of artistic flair and technical expertise. Proficient in 3D modeling, animation, and game engines like Unity, I thrive on optimizing assets for performance without sacrificing visual quality. With a passion for pushing the boundaries of creativity and technology, I continuously seek to enhance my skills and stay updated with industry trends. Armed with a keen eye for detail and a problem-solving mindset, I am dedicated to crafting immersive gaming experiences that captivate players worldwide.

Professional Experience

Mobile Programming

[2023 – Present]

Technical Artist : Unity -Unreal Engine

Key responsibilities:

- Achievements include Metaverse, Nft, p2E Arcade Games, and a walkthrough through Project 3D Project.
- Team management, Level design, Lighting.
- Crafted AR And VR Gaming Blockchain Project
- Creative 3D Designs, Architecture project on Virtual Organic 3D VR Model Created 3D furniture (Gaming Metaverse, Industrial Metaverse, hospitality health care Metaverse

Toppr Technology Private LTD

[2021 – 2022]

Technical Artist : Unity Engine

Key responsibilities:

- Creating VR World 3D Prop and Meta Human Animation
- Creative 3D Designs, Architecture project on Virtual Dubai City Building, and Organic 3D VR Model Created 3D furniture Gaming Metaverse, Industrial Metaverse, hospitality health care Metaverse

Infoplus Technologies UK Limited

3D Generalist :

[2020 – 2021]

Key responsibilities:

- Working closely with Creative technology for real-time ready assets, contributing to completing multiple interactive projects.
- Creating Realistic 3D Scenes, including g scene assembly, lighting, and compositing.Collaborated with VFX artists to create stunning visual effects and simulations. Assisted in solving technical issues, both individually and as part of a team, resulting in timely project delivery.

Freelance & Other Experience

- 2019 – 2022 Freelance: Modeling, Graphic Designing, Video Editing,3D Assets, Metaverse.
Working with Invoated ideas and solving problems for New technology through multipliul Softwares skills.
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