

# 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 .

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- 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 multiplui Softwares skills.  
I self-learning – Technology Entustic . .