

KRISHNA THANNIDI

3D ARTIST

CONTACT PORTFOLIO

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SUMMARY

3D Artist with 5 years of industry experience, specializing in the creation of weapons and props. With a keen artistic eye, I bring an exceptional level of detail and realism to my work, ensuring that every element I design is not only visually stunning but also functionally accurate. In addition to my expertise in weapons and props, I possess the versatility to sculpt organic models also. I continuously seek to enhance both my artistic and technical skills, driven by a deep passion to create valuable 3D game art assets.

TECHNICAL SKILLS

FOCUSED – Maya | 3Ds Max | ZBrush | Substance Painter | Marmoset Toolbag | Photoshop | Unreal Engine | Rizom UV | Confluence | JIRA | Git Extensions | Substance Designer | Marvelous Designer | Blender | Substance Alchemist

WORK EXPERIENCE

Dekogon Studios LLC - Freelance 3D Artist

Dec 2023 - Present

- Working With a lot of Different clients on various projects for AAA Games and experiences.
- Creating 3D PBR assets for Games, Real-time platforms and Marketplace content
- Work closely with the client and art director, adhering to provided specifications and incorporating feedback into the work.
- Tasks involved in the traditional pipeline for creating 3D game assets.
- Also tasks related to the nanite workflow while creating 3D assets.

Realworld One Studios – Full-time - 3D Artist

Dec 2020 - July 2023

- Developing 3D assets for AR/VR environments by employing the gaming production pipeline.
- Maintain organization by following schedules, managing files, and meeting deadlines.
- Strong artistic aptitude, understanding of form, color, texture, and their harmonious integration.
- Proficient in various 3D software, staying updated with the latest technologies and techniques for creating artwork.
- Skilled in diverse 3D software and up-to-date on the latest technologies and techniques for art creation.
- Integrate art into game engines while grasping their technical limitations and capabilities.
- Conducting workshops to enhance workflows and adapting the pipeline to software updates.

MagicQube Studios– Full-time - 3D Artist

July 2019 - Oct 2020

- Producing both hard surface and organic models for environmental props.
- Hosting workshops to help fellow artists improve their skills and work.
- Enhance the existing pipeline and optimize workflows to seamlessly adapt to the latest software updates.
- Addressing and resolving software issues that arise while working on projects.
- Stay organized by adhering to schedules and consistently meeting deadlines.

EDUCATION

Diploma of Fine Arts in 3D Animation - Arena Animation Hyderabad

June 2018 - May 2019