DHRUMIL PATEL

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Summary

Versatile 3D Artist with a strong history at Medleys World, improving game visuals and performance through advanced 3D modeling and texturing. Proficient in Maya and Unreal Engine, optimizing workflows by implementing cutting-edge tools. Skilled in collaboration and creative problem-solving, consistently delivering high-quality projects on time and within budget while maintaining a strong focus on technical excellence and teamwork.

Skilled 3D Artist with a versatile technical skill set to manage a wide range of projects. Possesses a proven track record of success across various techniques and industry applications, consistently producing high-quality results.

Education

Certified Professional in Animation and VFX - Arena Animation, Naranpura, Ahmedabad   28th February 2024
Relevant Course
• Fundamentals of Animation
• Character Design and Development
• 3D Modeling and Texturing
• Rigging and Character Animation
• Lighting and RenderingRigging and Character Animation
• Lighting and Rendering

Certified Professional in Game Development, Naranpura, Ahmedabad   24th May 2024
Relevant Course
• Principles of Game Design
• Level Design & World-Building
• Unreal Engine Visual Scripting (Blueprints)
• 3D Modeling & Texturing
• Landscape Design and optimization
• VR Development (Oculus)

Skills

Technical Skills

3D Modeling & Sculpting (Characters, Props, Environments)
Texturing & UV Mapping (PBR Workflow, Substance Painter)
Rendering & Lighting (Unreal Engine, Arnold,)
Asset Optimization (Poly Reduction, LODs, Performance Tuning)
Animation (Basic Character Setup, Motion Capture Integration)
Effective Object Support
Collaborative Team Efforts
Dynamic Concept Development

Software Proficiency:

3D Software: Maya, ZBrush
Texturing & Materials: Substance Painter, Photoshop
Game Engines: Unreal Engine
Animation : Maya, Blender, unreal engine, Iclone

Soft Skills:

Creative problem-solving & artistic vision
Strong attention to detail
Excellent teamwork & communication
Efficient time management & project coordination

Work History

3D Artist | Medleys World, Ahmedabad, India   December 2023 - Current
Collaborated with artists, animators, and programmers to efficiently deliver projects on time and within budget constraints.
This high-energy 3D animated advertisement vividly portrays the thrill and intensity of a fast-paced basketball game. Crafted to emphasize cinematic realism, the project seamlessly integrates detailed 3D modeling, smooth character animation, and immersive lighting, resulting in a visually striking sports advertisement.
Created a breathtaking 3D-rendered natural landscape that encapsulates the tranquility of a picturesque hill station, surrounded by lush greenery, cascading waterfalls, and dynamic lighting effects. Designed to deliver a visually stunning and immersive outdoor experience, this project seamlessly blends realism with artistic composition to highlight the beauty of nature. The scene features meticulously crafted trees, rocks, and vegetation, thoughtfully arranged for a natural and harmonious layout. A procedurally generated waterfall enhances the environment with lifelike water splashes, ripples, and fluid motion. Brought to life with cinematic lighting and high-quality rendering in Unreal Engine, this environment achieves remarkable realism and visual depth.
An exhilarating first-person virtual reality game that fully immerses players in a dynamic sci-fi setting. Designed to redefine VR gameplay, this project integrates realistic weapon mechanics, advanced enemy AI, and a richly detailed game world for a highly engaging experience. Players assume the role of a futuristic soldier, battling enemy drones in intense, fast-paced combat aboard a high-tech spaceship. The game showcases lifelike hand interactions, meticulously crafted weapon models, and a responsive VR environment powered by Unreal Engine's visual scripting for seamless interactivity.