

Experienced Technical artist with expertise in UI animations, shaders, animation, and performance optimization across multiple projects.

## **EDUCATION**

JUN 2018 - MAY 2021

**Bachelor of Computer Applications** 

Game Development And Design | CMR Institute of Management Studies | Bengaluru, India

### **SOFTWARE**

Blender

Unity

Photoshop

Substance Painter

**Unreal Engine** 

Figma

# **SKILLS**

Unity

VFX

**UI** Design

Rigging/Animations

3d Modelling

Optimization and Profiling

Prototyping

# **Aravind P**

# **GAME ARTIST (TECHNICAL)**

aravindcoco16@gmail.com Bengaluru, KA 560037 7406871264

## **WORK HISTORY**

#### **GAME ARTIST - II**

Kwalee | Bengaluru

APR 2023 - CURRENT

As a Game Artist- II, I contributed as a generalist on various mobile game prototypes, and also engaged with the technical aspects of the projects. My responsibilities included:

- Crafting 3D Models: Developed 3D models in line with the unique artistic styles of each project.
- Designing 2D Graphics: Created 2D graphics for UI elements and screens, enhancing the visual appeal
- and user experience.
- Developing Visual Concepts: Produced moodboards, concept sketches, and renders to define and
- · visualize UI elements and gameplay sequences.
- Shader and VFX Design: Designed shaders using node-based systems and created compelling visual effects (VFX).
- Optimizing Performance: Leveraged Unity's profiler and frame debugger to reduce draw calls and
- · optimize art assets, ensuring smooth performance and efficiency.

## **GAME ARTIST - I**

Kwalee | Bengaluru

MAR 2021 - MAR 2023

Starting my career as a Game Artist, I worked extensively on several prototypes and gained hands-on experience with production games. During this period, responsibilities included:

- Creating 3D Mock-ups: Developed rapid 3D mock-ups to visualize game concepts and ideas.
- Shader Development: Crafted shaders using node-based systems to enhance visual fidelity.
- Art Team Training: Conducted workshops to educate and upskill the art team on various techniques and -
- · tools.
- Animation Work: Produced animations for both 3D elements and UI components, bringing dynamic visuals to life

## **ACCOMPLISHMENTS**

Awarded Artist of the year for years 2021 and 2022 respectively