

## MADHURIMA DESHMUKH

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### EDUCATION

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**Ringling College of Art and Design**, Sarasota, FL  
GPA 3.19/4.0 Bachelor of Fine Arts, Game Art, May 2021

**Creation Multimedia**, Kolhapur India  
Multimedia Diploma 2016

### GAME DEVELOPMENT and DESIGN EXPERIENCE

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**3D Artist(Intern)**, CGO Studios, LA, California, U.S.A., May 2020- August 2020

- Was in charge of making hard-surface 3D modelling, UVs and texturing using Maya, Substance Painter and Photoshop
- Gained experience in various baking methods for optimizing assets

**3D Sculpting Teaching Assistant(ZBrush)**, Ringling College of Art and Design, Sarasota, FL, June 2020- July 2020

- Worked alongside faculty to instruct and troubleshoot student's 3D sculpts
- Mentored 4-5 students with modeling in Maya and Substance Painter

**Game Development**, Ringling College of Art and Design, Sarasota, FL, August 2019- December 2019

- Developed a solo third person adventure game as part of a class project
- Produced concepts and pitches for the environments, props, gameplay as well as characters
- Created my own textures using Substance designer and Painter
- Developed skills in organic modelling and texturing along with optimization of these assets for unreal 4
- Designed interface buttons and other interactive icons for user experience

**3D Artist**, Ringling College of Art and Design, Sarasota, FL, August 2018- May 2019

- Was in-charge of asset creation for a class project
- Gained experience in hard surface modelling as well as stylized modelling
- Developed techniques for making materials, organic asset modeling and optimizing assets
- Worked at Ringling's *collaboratory* for booth design in SXSW 2020 convention

**Game Designer**, Ringling College of Art and Design, Sarasota, FL, August 2017- May 2019

- Developed first person exploration game over 4 months
  - As part of a class team, developed 4-minute cinematic game with Unreal 4
- Developed a solo top-down game over 4 months
  - As part of a school project created a stylized 4-minute cinematic game with Unreal 4
- Developed techniques for framerate optimization through manipulation of textures, materials, and poly counts

**Multimedia Artist**, Creation Multimedia, Kolhapur, India, August 2015 – February 2016

- Created backgrounds and environments using 3D Max and Photoshop
- Developed 3D Character, multiple graphic pieces, props and hard-surface models using Maya and Photoshop
- Completed Professional Autodesk Certification in 2016

### PROGRAM MANAGEMENT and TECHNOLOGY EXPERIENCE

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- Hands-on experience with source control such as Perforce
- Skilled in Maya, Max, Photoshop, Windows, Unreal, Substance Designer, Substance Painter, ZBrush, and Adobe Suite.

### SKILLS and PERSONAL

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**Computer** – Advanced competency with Maya, Photoshop CS5, Crazybump, Unreal 4, Cascade, Windows XP – 7; Competent with 3DS Max, MS Office Suite, Premier Pro, Perforce, ZBrush 4, Corel Painter XI, AfterEffects

**Language** – Fluent in English, Marathi, Hindi and Kannada