

Parth Prajapati

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CAREER OBJECTIVES

- Aiming to revolutionize the gaming sector, I seek to blend my innovative 3D artistry with advanced technical skills in Maya and Unreal Engine. My goal is to contribute to high-quality game environments, embodying a creative and collaborative spirit within a world-class studio team.

Experience

3D Modeler & VFX intern

Feb 2021 – July 2021

Wild Child Studio

Ahmedabad, IN

- Specialized in 3D modeling with Autodesk Maya; created proxy models aligning with game design and artistic vision.
- Facilitated collaboration between art and design teams, ensuring consistency in gameplay and visual style.
- Managed asset workflow and dependencies, utilizing Unreal Engine for effective integration into game environments.

Motion Graphic Video Advert

Oct 2021 – Feb 2022

Pandvaaz Studio

Ahmedabad, IN

- Designed and animated 3D graphics for video adverts, leveraging Adobe Creative Suite for visual storytelling.
- Ensured seamless integration of visual effects, contributing to compelling narrative experiences.
- Coordinated with production teams for timely project completion, aligning with client needs and specifications.
- Meticulously synchronized audio, visual effects, and animations, ensuring seamless and immersive viewer experiences in the final product.

Gujarati Samaj of Montreal

Aug 2022 – Present

UI and Social Media Designer

Montreal, QC

- Developed user interface designs using Photoshop and Illustrator, focusing on user experience and visual appeal.
- Created engaging social media content, adhering to design principles and brand guidelines.
- Adapted designs for multiple digital platforms, implementing feedback from art leads to maintain quality and consistency.

EDUCATION

Lasalle College

May 2022 – Aug 2023

AEC in Game and Level Design

Montreal, QC

- Specialized in 3D modeling and level design, focusing on asset creation and integration using Unreal Engine.
- Engaged in coursework covering advanced design principles, ensuring gameplay flow and narrative coherence.
- Acquired skills in latest Unreal Engine tools, including Packed Level Actors, Nanite, and environment design techniques.

Baba Saheb Ambedkar Open University

Aug 2017 – Mar 2021

Bachelor of Computer Application in Design

Ahmedabad, IN

- Comprehensive study in 3D Animation and Modeling, focusing on creating high-quality game environments.
- Gained proficiency in video editing and motion graphics, using tools like Adobe Premiere and After Effects.
- Developed a strong foundation in multimedia design, enhancing skills in visual storytelling and user interface design.

SKILLS

Design Skills: 3D Modeling, UV Mapping, Texturing, Scene Composition, Environment Design, 3D Animation

Software Proficiency: Autodesk Maya, Unreal Engine 5, Adobe Photoshop, Adobe After Effects, Substance Painter, ZBrush, V-Ray/Arnold