

Parth Prajapati

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CAREER OBJECTIVES

- I aspire to transform the gaming industry by merging my pioneering 3D artistic talent with proficient skills in Maya and Unreal Engine. My ambition is to craft exceptional game environments, demonstrating creativity and teamwork within a leading studio's 3D artist role.

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.

Experience

Gujarati Samaj of Montreal

Aug 2022 – Present

UI Designer - Video editor

Montreal, QC

- Designed intuitive user interfaces and engaging video content for digital platforms, improving user experience and interaction.
- Increased brand visibility on digital and social media with strategic design and video editing, employing data-driven approaches and dynamic visual storytelling.
- Skilled in using industry-standard software like Photoshop, Figma, Illustrator, and video editing tools to execute creative concepts.
- Collaborated with cross-functional teams to align visual designs and video content with brand strategy, ensuring consistency and quality in deliverables.

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.

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.

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, Figma, Wordpress, Adobe Dreamweaver