HEMLATA VISHWAKARMA

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◎ Mankhurd, Mumbai-400043

SOFTWARES:

MAYA

UV RIZOM

MARI

ZBRUSH

MARMOSET TOOLBAG

SUBSTANCE PAINTER

EDUCATION

BSC IN ANIMATION AND VISUAL EFFECTS
2018-2022

FRAMEBOXX INSTITUTE

LANGUAGE

English , Hindi, Marathi

PROFESSIONAL SUMMARY

Creative and detail-oriented 3D Texturing Artist with over 3 years of experience in texturing and material creation for 3D models in gaming, VFX, and animation industries. Highly skilled in industry-standard tools such as Maya, ZBrush, Substance Painter, Mari, and UVLayout. Experienced in creating high-quality PBR textures, UV mapping, and utilizing texture baking techniques to produce realistic, stylized, and highly optimized textures for game-ready assets.

EXPERIENCE

3D TEXTURING ARTIST

KARCO(Andheri)

2022 (April)- Present

- Created high-quality PBR textures for a wide range of assets, including environments, characters, and props, using Substance Painter, Mari, and ZBrush.
- Collaborated with 3D modelers and artists to ensure texture consistency across all assets while maintaining the artistic vision of the project.
- Developed and optimized seamless textures, including creating roughness, specular, normal, and ambient occlusion maps to ensure visual fidelity and performance in game engines.
- Worked closely with the lighting team to adjust textures and materials for realistic shading and lighting in real-time engines like Unreal Engine 4 and Unity.
- Responsible for creating and managing UV layouts for complex assets, ensuring optimal texel density and minimal distortion using UVLayout and Maya.
- Delivered texture sets that met the required technical specifications for different platforms (PC, consoles, mobile).

SKILLS

- Texturing & Materials: PBR Workflow, Stylized Texturing, Texture Painting, Seamless Textures, Texture Optimization
- Software Proficiency:
- Maya (Modeling, UV Mapping, Shading)
- ZBrush (Sculpting, High-poly Detail)
- Substance Painter (Texturing, Masking, Material Creation)
- Mari (High-Resolution Texturing, Multi-Channel Painting)
- UVLayout (UV Unwrapping, UV Optimization)
- Photoshop (Texture Editing, Image Manipulation)
- Texturing for PBR: Diffuse, Specular, Roughness, Normal, Emission, AO maps
- Game Engine Integration: Unreal Engine, Unity
- Rendering: Arnold, Marmoset Toolbag, Substance Designer