

# ABHISHEK CHOUDHARY

## 3D ARTIST



### CONTACT ME

- ✉ abhishekchoudhary3d@gmail.com
- ☎ +91-9582788114
- 🌐 <https://www.artstation.com/xtrenmarlen>
- 📍 RZF-769\9, raj nagar 2, palam, ND 77.



### EDUCATION

#### ARENA ANIMATION

ADVANCE 3D ANIMATION,  
DIGITAL GAME ART AND DESIGN  
(2018 - 2021)

#### UNIVERSITY OF DELHI

B.A. PROGRAMME IN MATHEMATICS AND  
ECONOMICS.

10+2 IN SCIENCE STREAM FROM CBSE BOARD.



### SPECIALIZATION

#### ASSET DESIGN

using various 3d programs to create  
high quality props and enviroment  
both organic and inorganic.

#### TEXTURING

Baking high poly mesh to low poly  
for gaming pipe line or creating trim  
sheet, and using multiple UDIMS,  
to create high quality texture using  
substance painter and other  
texturing programs.



### ABOUT ME

Skilled 3D Artist with vast experience creating 3d art for video games and vr production, and other electronic media. Adept in communicating and collaborating with directors, project managers, and other creative professionals to ensure the successful completion of a job. Always eager to push the boundaries of creativity and technology, I thrive in dynamic, fast-paced environments, continuously refining my craft and staying updated with the latest trends and tools in the 3D art field. My goal is to create immersive, high-quality digital experiences that captivate and inspire audiences.



### WORK EXPERIENCE

#### Sr. 3D ARTIST

April` 2024-Present

Imagin.Studio

As a 3D Artist at Imagin Studio, I specialize in creating highly detailed and realistic 3D models of cars for automotive visualization, advertising, and interactive projects. My role involves 3D modeling, texturing, and shading to produce photorealistic car exteriors and interiors, while ensuring optimal performance for both real-time and pre-rendered environments. I collaborate closely with design, animation, and rendering teams to deliver seamless, high-quality assets, continuously refining my skills and staying up-to-date with industry trends to enhance both artistic quality and workflow efficiency.

#### 3D ARTIST

Sep` 2022-March`2024

Sunovatech india pvt. ltd.

I was responsible for creating high-quality organic and inorganic assets for the metaverse, virtual reality (VR) experiences, and video games. My work involved designing detailed 3D models, optimizing assets for performance, and ensuring seamless integration into real-time applications. I collaborated closely with cross-functional teams to refine and iterate on designs, applied advanced texturing and shading techniques, and ensured assets met both artistic and technical requirements for immersive environments..

#### 3D ARTIST

Oct`2021-Sep`2022.

Ananta Games.

I was responsible for creating high-quality props and environmental assets for a AAA racing simulation game. My role involved designing and modeling ,Baking and Texturing detailed 3D assets, ensuring they met production standards and were optimized for real-time performance.



### SKILLS

- MODELING
- RENDERING
- ANIMATION
- TEXTURING
- SCULPTING



### TOOLS

- AUTODESK MAYA
- 3DS MAX
- zbrush
- Marvelous Designer
- Plasticity
- SUBSTANCE PAINTER
- MARMOSET TOOLBAG
- ADOBE PHOTOSHOP
- BLENDER
- UNREAL ENGINE



### LANGUAGE

- ENGLISH
- HINDI



### HOBBIES

- ART
- TRAVELING