



PORTFOLIO

GAME ARTIST

Presented By:
Suman Biswas

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Introduction

Crafting Game-Ready 3D Art for Real-Time Worlds

I'm a 3D Artist and Unity Game Developer, focused on creating game-ready assets and real-time content. I spent nearly 1 year as a freelance 3D artist, followed by 3+ years as a Game Artist, contributing to multiple games across different styles.

My work includes 3D props, environments, and supporting assets like logos, icons, posters, and video content, with a strong understanding of Unity-based workflows.

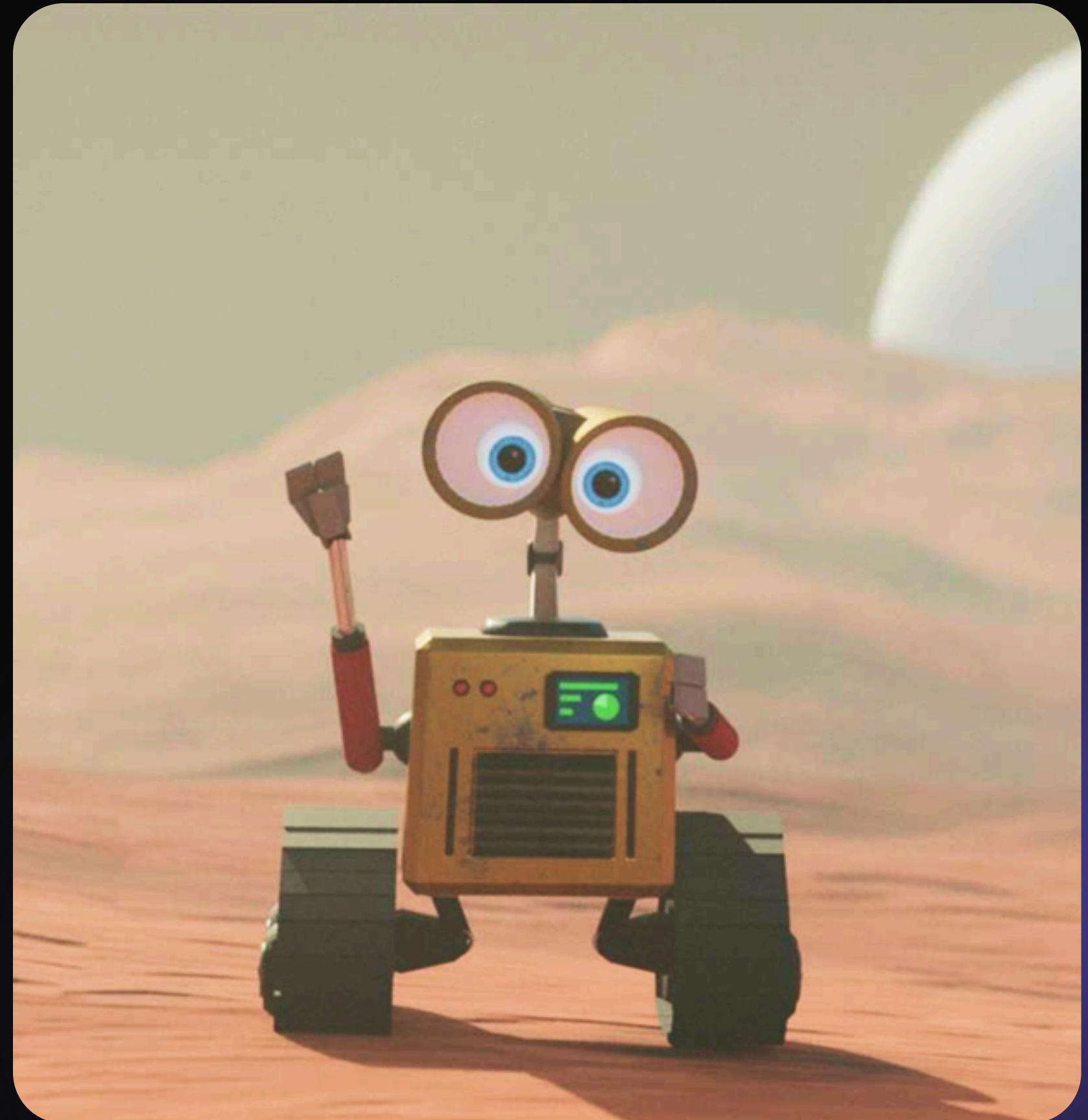
SKILLS



PERSONAL PROJECTS

Where Curiosity Became Creation

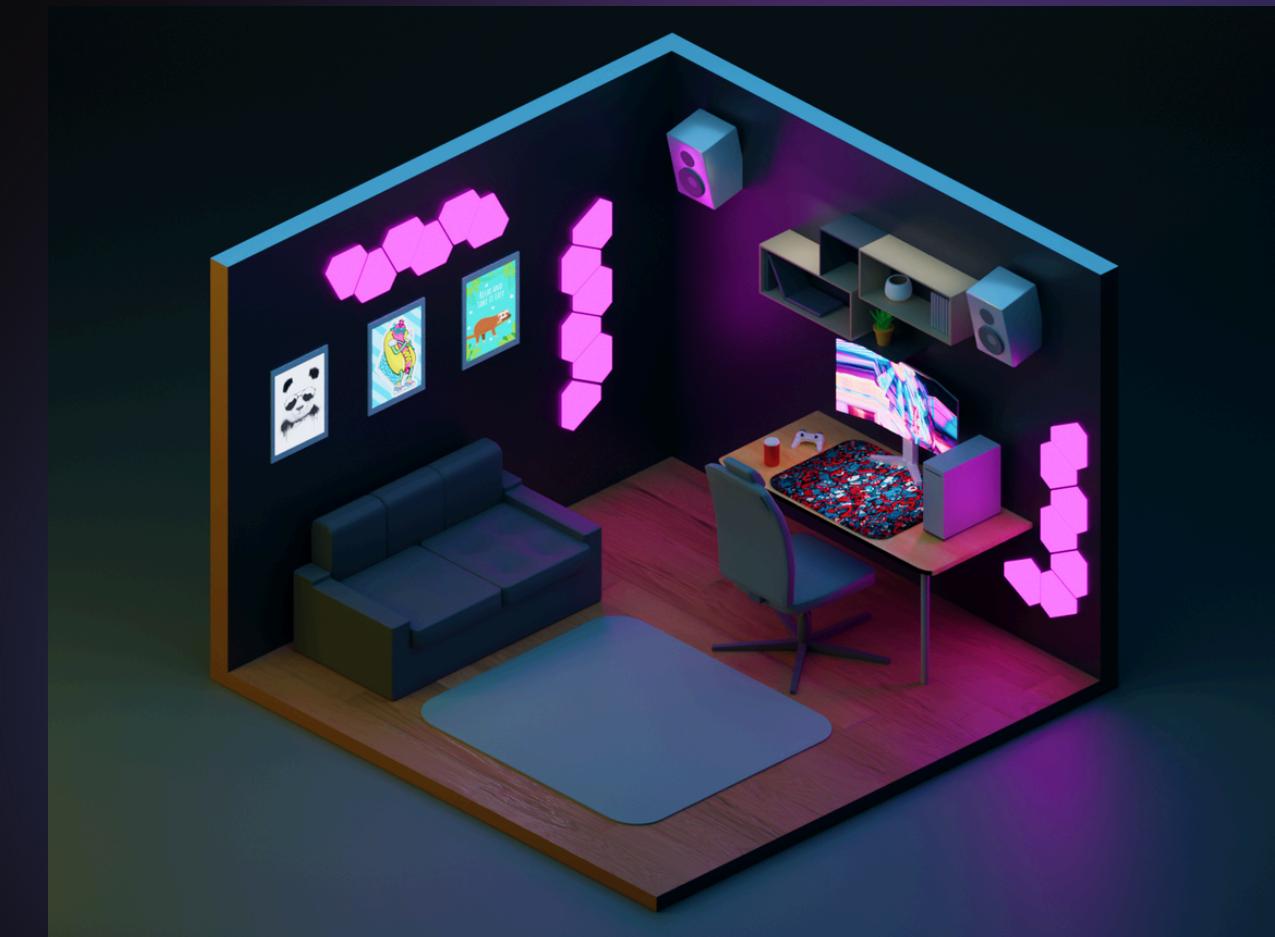
Personal projects are where my love for games and curiosity about game worlds come together. What started as exploring how game environments and assets are made grew into a self-taught journey in 3D modeling and real-time art, driven by learning, experimentation, and creative freedom.



Personal PROJECTS



Personal PROJECTS



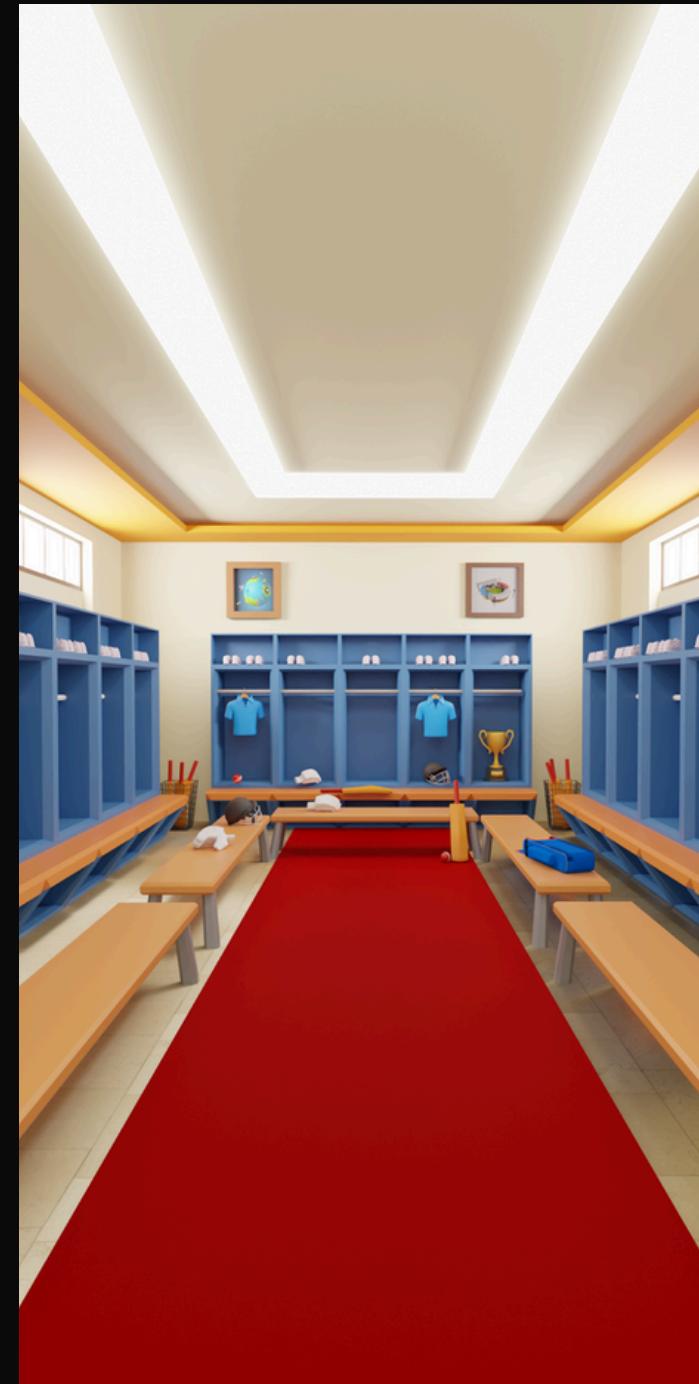
CRICKET CLASH

Wega Labs



3D ENVIRONMENTS

Game-ready 3D environments designed to enhance immersion, storytelling, and player experience within interactive worlds.

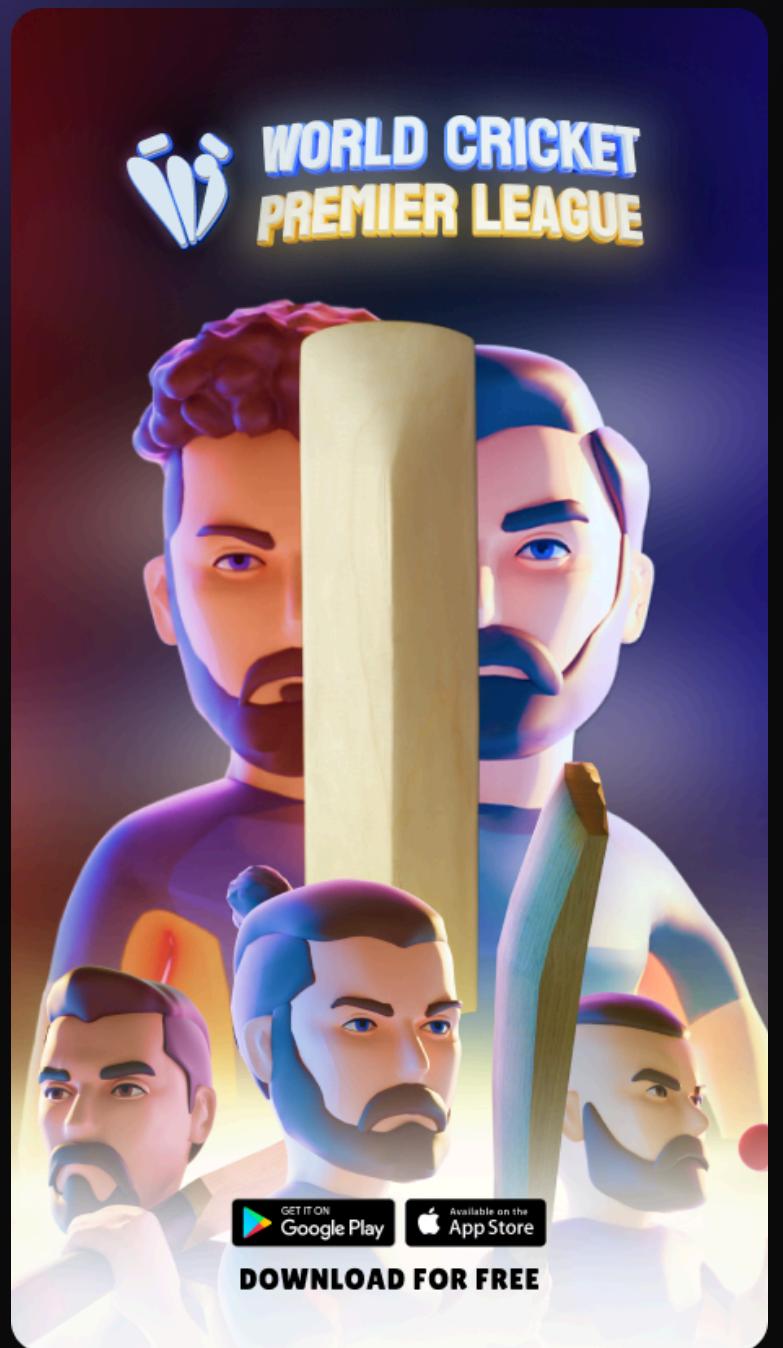


3D CHARACTERS

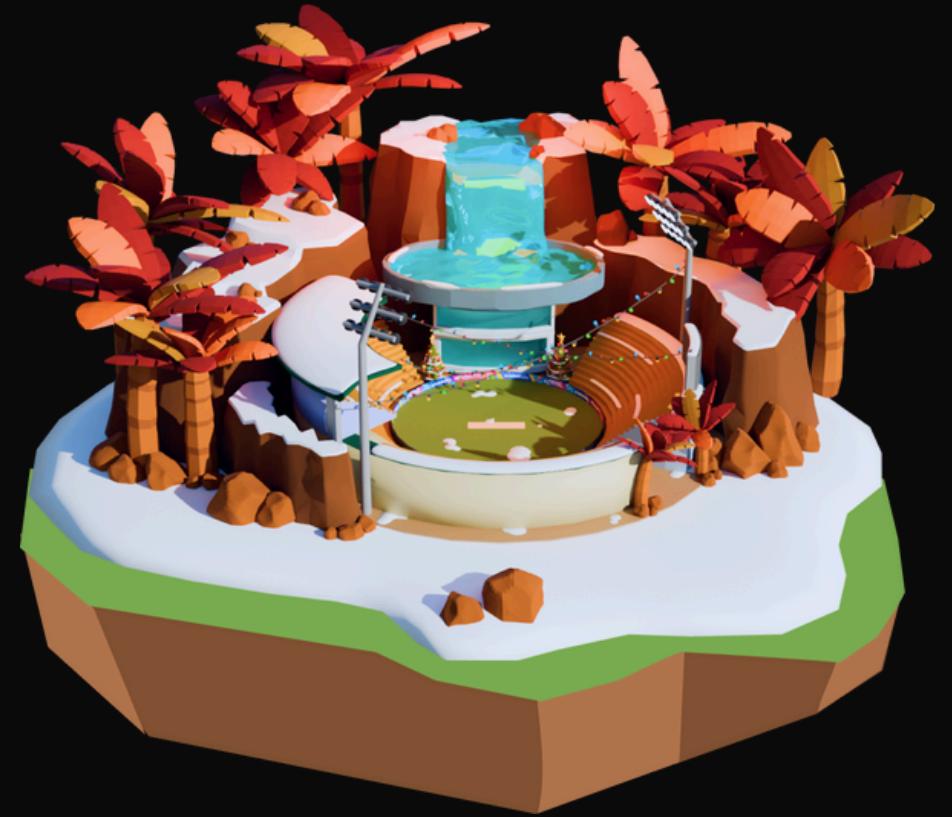
A set of stylized 3D characters developed for player cards and marketing content. Built to capture the spirit of cricket, the characters balance strong silhouettes and dynamic appeal, making them suitable for in-game presentation as well as promotional materials.



POSTERS

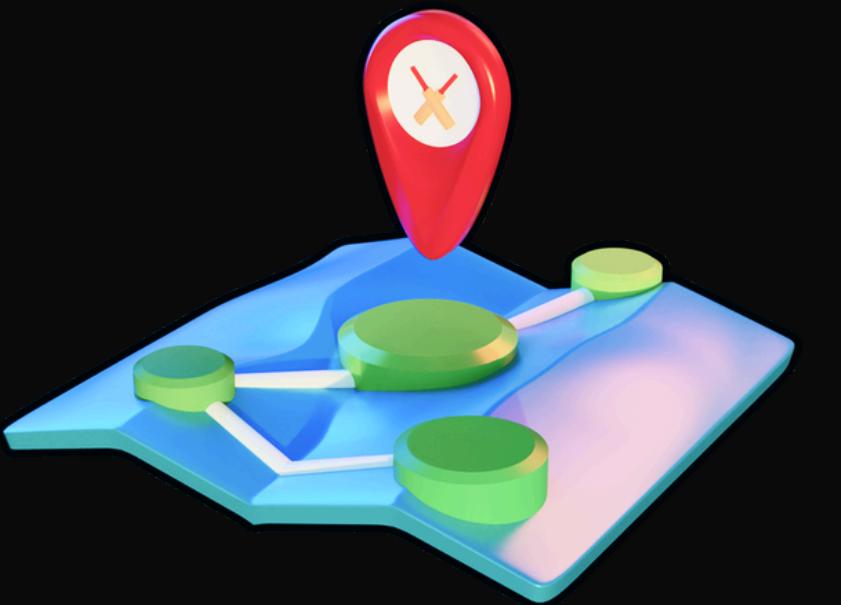


MINI STADIUMS ASSETS



3D ASSETS

Stylized 3D assets designed for in-game currencies, boosts, and core gameplay elements, built to enhance clarity, usability, and overall game experience.

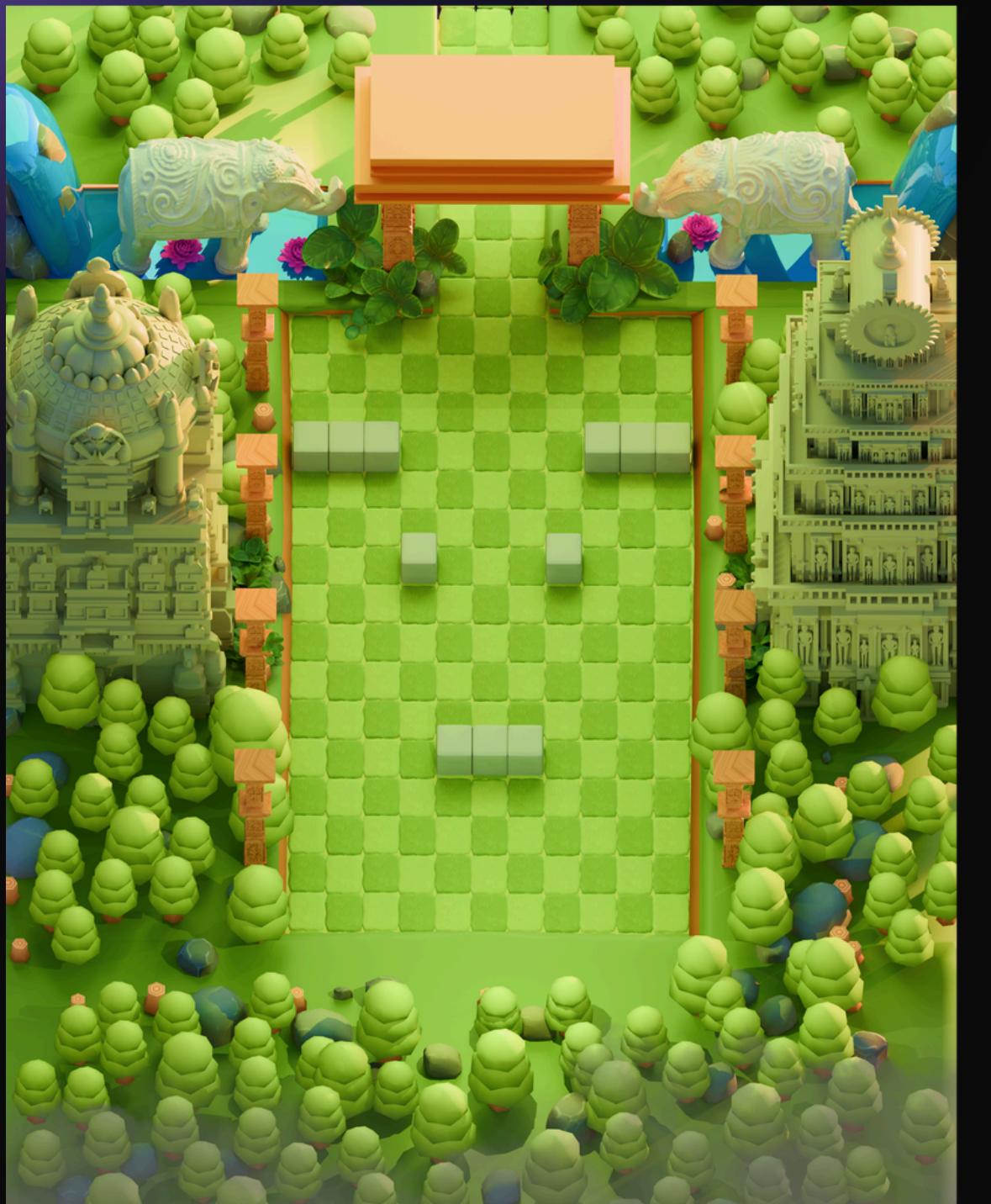


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3D ENVIRONMENTS



Thank you so much

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