Sanket Salve
Game Designer.
3D Artist.

About me

Im Passionate About Friquantely Changing gaming And 3D industry. and love to create and render new things create appealing Experiences for players as a Game Designer and characters with a strong silhouette and visual appeal. like to meet new people face new challenges, and solve them. Itry to learn new things and expand my knowledge in the continuously changing gaming and 3D industry.

Contact Info

LinkedIn Profile:
linkedin.com/in/sanketsalve

Sanketsalve01@gmail.com
9834906600
https://salvesanket.github.io/Sanket
Salve.Portfolio/

Work Experience

Icat Game Jam 2024.
(Unreal Engine)
- *I worked as a game designer and 3D character development for our game in the 2024 game jam*
- I do level design and character art

Project Reflex.
- *its an 2D Mobile Game(Unity)*
- Design for people with specific medical conditions.

Project Action Adventure
- is a 3D Action Adventure Game Designed and Developed with an unreal engine.
- I do all the Game Design and Level Design

3D character Art(Personal Project)
- I work on multiple 3D projects and characters in my Bachelor.

Skills & Specialization

- C++
- HTML
- CSS

- Unreal Engine.
- AutoDesk MAYA
- ZBrush.
- Substance Painter.
- Adobe Photoshop.

Education History

Masters in Game Technology.
Bangalore.Karnataka
Class of 2022

Bachelor of Media Graphic And Animation.
Pune.Maharashtra.
Class of 2019