SANKET SALVE

Game Designer.

Game Developer.

3D Character Modeling & Texturing Artist.

ABOUT ME

I'm passionate about the frequently changing Gaming and 3D industry and love to create and render new things and create appealing Experiences for players as a Game Designer and characters with a strong silhouette and visual appeal.
I like to meet new people face new challenges, and solve them.
I try to learn new things and expand my knowledge in the continuously changing gaming and 3D industry.

EDUCATION

- Tiranga collage of Animation and VFX.
  Baramati.Pune.Maharashtra.
  (Bachelor of Media Graphics Animation)

- ICAT Design And Media Collage.
  Bengaluru, Karnataka.
  (Masters In Game Technology).

SKILLS

- Designing Game Mechanics Depending on Game's Theame and Aesthetics.
- Understanding of the game development life cycle.
- Basic understanding of coding/scripting languages relevant to game development
- Ability to work closely with programmers to implement game features
- Player-centric design thinking.
- Conceptualization and idea generation.
- Ability to adapt to changing project requirements

- Organic & Hard Surface Modeling.
- Good knowledge of human and creature anatomy. (such as Bony Landmarks, muscle information, and fat information).
- understanding of creating a 3D geometry with proper Edgeflow for an organic and complex surface model.
- Knowledge of UV`s Unwrapping & and Layout them concerning their Textures.
- character Retopology in Autodesk MAYA.
- Pixologic Zbrush
- Lighting and Rendering in Autodesk MAYA.

SOFTWARES

- Unreal Engine.
- Unity

- Autodesk Maya.
- Pixologic Zbrush.
- Substance painter.
- Adobe Photoshop.

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