

Smit Machhi

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OBJECTIVE

Aspiring Game Developer looking for an opportunity to apply my 3D modeling, texturing, and real-time engine skills in a professional game development environment.

SKILLS & ABILITIES

- 3D Modeling & Sculpting: Blender, Maya, ZBrush
- Texturing & Materials: Substance Painter, PBR workflows, UV mapping
- Game Engines: Unreal Engine, Unity
- Strong understanding of lighting, composition, and visual storytelling
- Rendering: Marmoset Toolbag

WORK EXPERIENCE

MYINFOPIE

Jan. 2021 – Nov. 2022

Design Lead

Gujarat, IN

- Created 3D product mockups and visual assets with strong attention to detail.
- Improved asset quality and consistency across multiple design projects.
- Collaborated with cross-functional teams to meet project requirements.
- Trained junior designers and contributed to a more efficient workflow.
- Strengthened communication and teamwork skills in a fast-paced environment.

Voldebug Innovation

Mar. 2022 – Nov. 2022

Project Lead

Gujarat, IN

- Coordinated with developers and designers on technical and visual tasks.
- Designed UI/UX layouts and improved interface usability.
- Managed schedules, requirements, and deliverables using Agile workflows.
- Communicated progress and issues with clients and stakeholders.
- Improved project output through structured reviews and iteration.

EDUCATION

Gujarat Technological University

Mar. 2017 – Sept. 2020

Diploma, Computer Engineering

Gujarat, IN

George Brown College

Jan. 2023 - Current

Advanced Diploma, Game development

Toronto, ON

INTERESTS

Passionate about games, storytelling, and creative experiences. In my free time, I enjoy reading, watching movies, running, and exploring new ways to combine creativity and technology.