

Abhishek Budhale

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SUMMARY

Versatile and detail-oriented Technical Artist and Game Developer with hands-on experience in delivering slot and 3D games. Skilled in Unity, asset optimization, shaders, and cross-team collaboration. Passionate about creating visually optimized, high-performance games and contributing to all phases of the game development pipeline..

SKILLS

Skills & Tools: C#, C++ , Python, Game Development, Git/GitHub, 2D Animation, Video Editing (VR Videos, Motion Graphics)

Softwares: Unity 3D/2D, Blender, Premiere pro, Character Animator, Adobe After Effects, Adobe Illustrator, Adobe Photoshop

Experience

Technical Artist, [Zvky Design Studio](#) Jan-2023 – Present

- Delivered 5 slot games successfully for diverse international markets including North Dakota, Ohio, Mexico, and Brazil.
- Collaborated closely with developers, producers, and animators to ensure smooth asset integration and game functionality across platforms.
- Specialized in Unity, working extensively with Particle Systems, Shaders, and real-time asset/game optimization techniques.
- Played a key role in maintaining game performance by optimizing assets and implementing best practices in scene and memory management.
- Acted as a bridge between the art and development teams, translating visual goals into technical solutions.

Game Designer & Developer, [Zimension 3D Technologies](#) Oct-2023 – Dec-2024

- Developed 8 games, namely Reach Up, Chair in a Room, and Island of Thieves by completing all development cycles including testing and publishing independently.
- Created 3D high-quality game assets using various techniques like object optimization, mapping, texturing, and baking on Blender software.
- Integrated rigged and animated characters seamlessly into games to enhance player experience.
- Applied detailed object optimization, mapping, and other asset enhancement methods for smooth performance and visual appeal.

Game Developer, [Fabwelt Studios](#) Mar 2023 – Aug 2023

- Worked on development of multiplayer vehicular soccer video 3D game - Top-G.

- Designed game mechanics for entities such as cars, balls, and environments in Unity.
- Designed UI for fantasy Game - FANWELT on figma.
- Designed assets for Top-G and FANWELT using Adobe Photoshop.
- Effectively used Adobe After Effects to create motion graphic videos

Character animator Intern ,[VR2ALITY InfoTech \(SmartXR\)](#)

Aug 2021 - Aug 2022

- Created more than 20 animated educational videos for official YouTube channel.
- Executed role of Director of Photography (DOP) and Editor for VR 360° tour videos created for PGDM College.
- Applied motion graphics for animated educational videos using After Effects.

Freelance Developer

2019 – Present

- Developed and delivered multiple entertainment projects spanning multiple domains like Dance, Music & Social media Videos.
- Presently working on multiple third party projects involving Motion Graphics & Game Development.

Projects

VR GAME

2023

- Developed a Golf game in Unity with VR controls, Simulation of realistic hand gestures.

YouTube Web Series

[Mushafiri - A Poetic Journey](#)

- Designed logos and added motion graphics using Adobe After Effects.

Web Series

[Chintam Pintam Dhamal](#)

- Lead Editor for private web series produced by 'Manashakti Research Center, Lonavala'.
- Conceptualized and Animated title song in After Effects and edited episodes using Final Cut Pro X.

Education

Bachelor of Business Administration In Computer Application (BBA-CA), Indira

2019 - 2022

College of Commerce and Science, Pune

- Proficient in C, C++, MySQL, DSA.
- SGPA: 7.3/10

Higher Secondary School Certificate (HSC) ,City Pride College of commerce and science, Pune

2017 - 2019