

BUKKBEEK

Game Asset Developer | 3D Artist

Crafting stylized, game-ready assets with scientific precision and creative flair.

 bukkbeek3d@gmail.com  Portfolio: bukkbeek.github.io  Based in Canada (Originally from Sri Lanka)

(Professional Alias: BukkBeek | Name: Jude Janitha Niroshan)

Professional Summary

Freelance Game Asset Developer specializing in stylized 3D game-ready assets and environments. With a unique background combining a BSc in Zoology and an ongoing MSc in Biology, I bring scientific precision, natural inspiration, and meticulous detail to creative work. My signature style blends lush tropical aesthetics inspired by my Sri Lankan heritage with diverse art styles (low-poly, PBR, stylized) to create distinctive and immersive game assets optimized for performance. Proven ability to manage full asset lifecycles, develop custom tools, and collaborate effectively on projects from indie to team-based environments.

Other Links

 Discord: BUKKBEEK  itch.io/bukkbeek  Sketchfab/BUKKBEEK  GitHub/BUKKBEEK

 YouTube/BUKKBEEK

Technical Skills

3D Assets & Workflow

Blender Modeling

Low-poly UV & Texturing

Rigging & Animation

Modular designs

Re-skinning Optimization

2D Art & Design

Krita Inkscape

Texture design

Digital painting Concepts

Icon design

Familiarity with UI/UX

Game Engines & Dev

Unity Godot

Asset integration

Scene set-up Materials

Familiarity with Shaders

Familiarity with VFX

Art Styles

Stylized Low-poly Gradient-shaded Flat-shaded Minimalist PBR Hand-painted

Retro/Pixel (via tools)

Professional Experience

Lead 3D Artist

2024 – Present

Warminer (Sci-fi RTS Game Project)

- Defining and executing the art direction for futuristic sci-fi themed 3D assets and environments.
- Created **100+ optimized, game-ready assets** including characters, mechs, buildings, vehicles, weapons, vegetation, and terrain using Blender and PBR workflows.
- Collaborating closely with programming team for seamless asset integration into Unity engine.
- Establishing visual style guides and documentation for consistent asset production.
- Contributing to level design and environmental storytelling through asset placement and composition.
- Responsible for game trailer conceptualization, design, rendering, and final production.

Freelance Game Asset Developer

2021 – Present

Self-Employed (Platforms: Itch.io, Fiverr, Direct Clients)

- Designed, modeled, and textured low-poly and stylized 3D assets for various indie game projects and personal portfolio.
- Developed and published multiple asset packs (e.g., Ceylon Blocks) on Itch.io and Sketchfab, achieving **8,100+ downloads**, **26.9k+ views**, and **143 followers** on Itch.io, plus **830+ likes** and **30.8k+ views** on Sketchfab.
- Successfully completed **~100 projects** on Fiverr, maintaining a consistent **5-star rating**.
- Created and maintained open-source game development tools (Sprite Builder, PixelBlocks) using Python.
- Managed client communications, project scope, and delivered high-quality assets meeting specific requirements and deadlines.
- Specialized in low-poly, stylized, and culturally inspired (Sri Lankan) themes.

3D Asset Developer

2020 – 2021

Universe Island (Low-poly minimalist Game Project)

- Created **over 200+ minimalist, low-poly, flat-shaded 3D assets** across diverse biomes (forest, desert, ancient altar, sunken island, Mars, Roman temple) adhering to the game's aesthetic.
- Designed, modeled, textured, rigged, and animated low-poly characters as required.
- Responsible for game trailer concept, animation, rendering, and final production.

Portfolio Highlights



Warminer (In Development)

Massive sci-fi RTS strategy game involving large-scale battles on alien planets. Assets created in Blender, assembled in Unity URP. Realistic futuristic style. *(Showcase available upon request)*

Blender Unity URP RTS Sci-Fi Realistic 3D

PBR



EION (In Development)

Personal game project: A side-scrolling 3D sci-fi adventure. Developing original assets, environments, and mechanics. *(Showcase available upon request)*

Godot 3D Sci-Fi Side-scrolling Indie



Ceylon Blocks Asset Series

Flagship collection celebrating Sri Lankan history and nature via stylized 3D models. Includes themed packs: **Vehera Vihara** (Historical Heritage) | **Thuru Latha** (Tropical Vegetation)

Blender Stylized Low-poly Cultural Heritage Itch.io

Free Asset



Motorbike Adventure

Asset pack aimed at motorbike adventure games, featuring diverse assets including natural environments, bike tracks, landscapes, and characters.

Blender Low-poly Asset Pack Itch.io



Game Development Tools

Some game dev utilities created to aid developers (including free & open source tools): **Sprite Builder** (3D to 2D Sprites) | **PixelBlocks** (Image to Pixel Art) | **Wiki Builder** (simple markdown wiki builder)

Python Open Source Utility Itch.io GitHub



Mobile & Web Games

Completed small game projects exploring different engines and mechanics: **Jumble Merge**(2D Mobile Merge Game - gDevelop/PlayStore) | **The Titan Adventure** (2D Submarine Game - gDevelop) | **WWII Truck Game** (Basic 3D Driving Sim - Godot)

gDevelop Godot 2D 3D Game Jam / Hobby

Education

MSc in Biology (Ongoing)

Expected 2026

Western University, Canada

Focusing on [Mention relevant focus if any, e.g., computational biology, ecology], further developing analytical and research skills applicable to complex system design and naturalistic detail in asset creation.

BSc (Special) in Zoology

2021

University of Colombo, Sri Lanka

Provided a strong foundation in biological forms, ecosystems, and scientific methodology, influencing approach to creating organic and environmental assets with accuracy and natural appeal.