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)

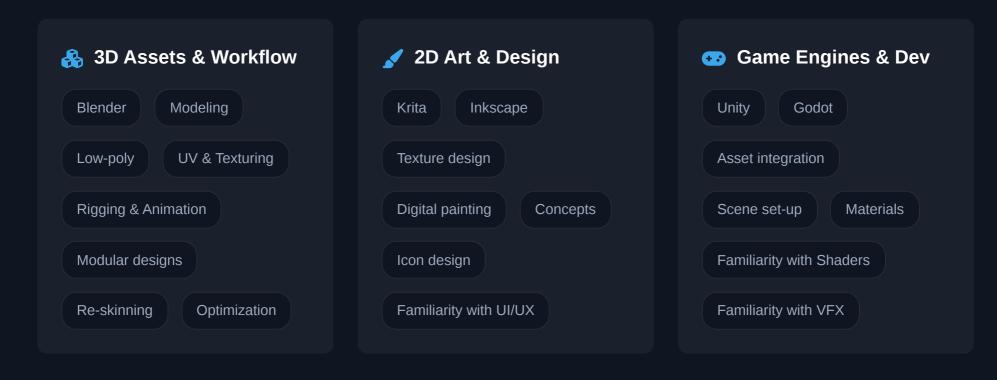
Professional Summary

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



Art Styles



Professional Experience

2024 - Present **Lead 3D Artist** 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.

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

Freelance Game Asset Developer

2021 - Present

- > 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.

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

3D Asset Developer

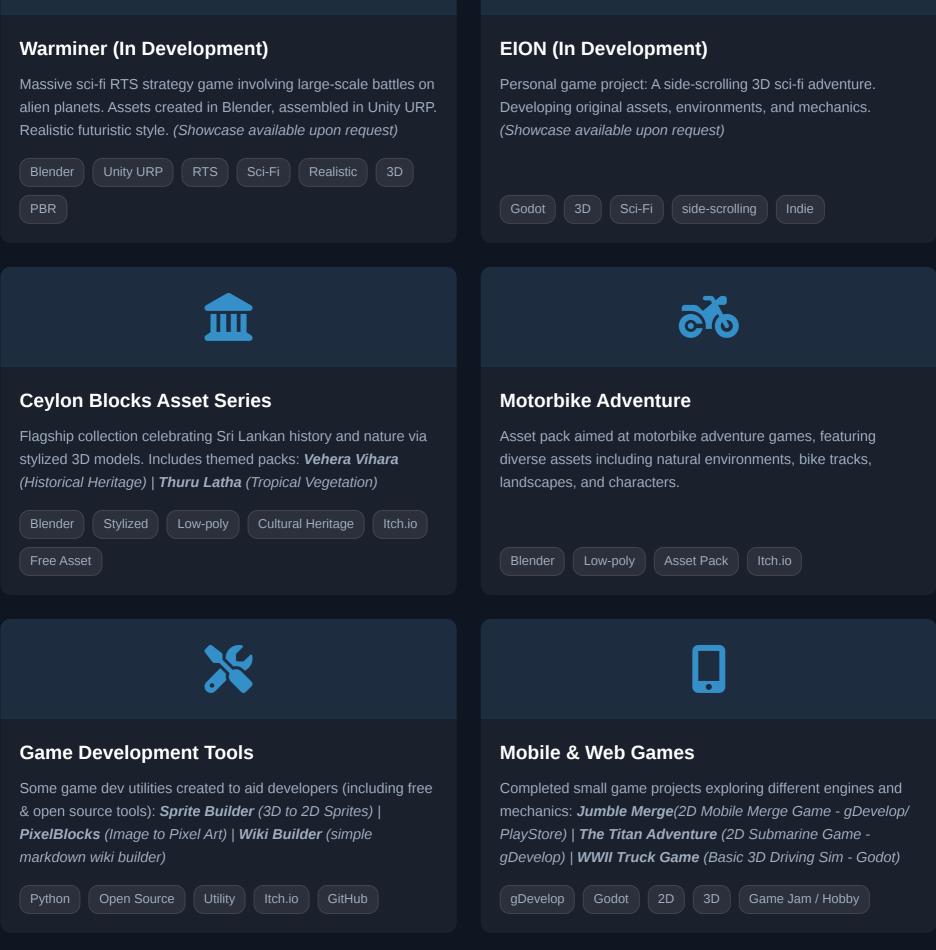
Expected 2026

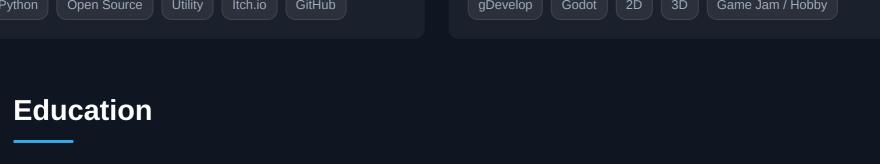
2021

2020 - 2021

- 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





Focusing on bird migration and genetics, further developing analytical and research skills simultaneously to pursue a scientific

BSc (Special) in Zoology University of Colombo, Sri Lanka

MSc in Biology (Ongoing)

Western University, Canada

endeavor.

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

2025 | BukkBeek | Jude Janitha Niroshan