# BUKKBEEK

#### Game Asset Developer | 3D Artist

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

Pased in Canada (Originally from Sri Lanka)

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

# **Professional Summary**

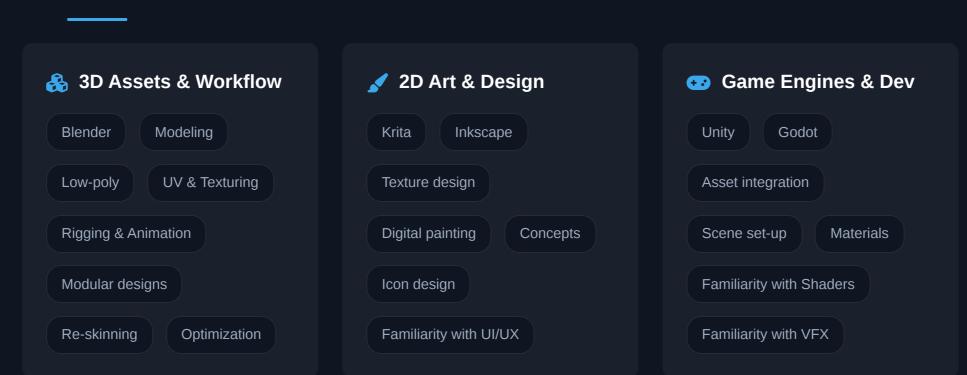
Freelance Game Asset Developer specializing in stylized 3D game-ready assets and environments. With a unique background combining a BSc in Zoology and an ongoing MSc in Biology, I bring scientific precision, natural inspiration, and meticulous detail to creative work. My signature style blends lush tropical 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**

YouTube/BUKKBEEK

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

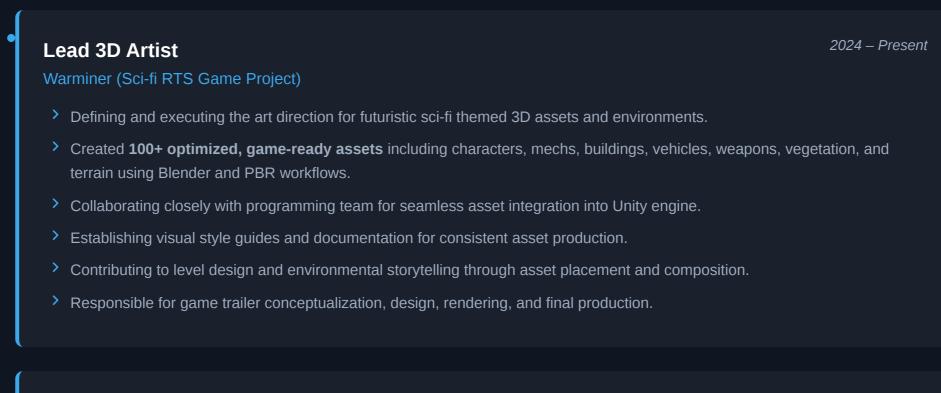
## **Technical Skills**



# **Art Styles**

Hand-painted Stylized Low-poly Gradient-shaded Flat-shaded Retro/Pixel (via tools)

## **Professional Experience**



### 2021 - Present **Freelance Game Asset Developer** 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.

> Responsible for game trailer concept, animation, rendering, and final production.

### 2020 - 2021 **3D Asset Developer** 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.

# **Portfolio Highlights**

