

Jude Janitha Niroshan (BUKKBEEK)

Game Asset Developer | 3D Artist

Crafting stylized, game-ready assets with scientific precision and creative flair
(Artist alias: Bukkbeek)

 [Portfolio: bukkbeek.github.io](https://github.com/bukkbeek)  bukkbeek3d@gmail.com

 London, Canada (Originally from Sri Lanka)

 [GitHub/bukkbeek](https://github.com/bukkbeek)

 bukkbeek.itch.io

 [Youtube/@bukkbeek](https://youtube.com/@bukkbeek)

 [BlueSky/bukkbeek](https://bsky.app/profile/bukkbeek)

 [Sketchfab/bukkbeek](https://sketchfab.com/bukkbeek)

 [Discord/bukkbeek](https://discord.com/users/bukkbeek)

Highlights

- Creator of the best-selling Godot VFX toolkit '[EffectBlocks](https://bukkbeek.itch.io/effectblocks)' ([itch.io](https://bukkbeek.itch.io))
- Designer and solo developer of indie title '[Rebel101](https://bukkbeek.itch.io/rebel101)' ([itch.io](https://bukkbeek.itch.io))
- Developer of trending open-source project '[Godot Pixel Renderer](https://github.com/bukkbeek/godot-pixel-renderer)' (github.com)
- Developer of open-source species evolution simulator '[Genesis](https://github.com/bukkbeek/genesis)' (github.com)
- Community stats: 20K+ total asset downloads & 2K+ total followers

Professional Summary

Freelance Game Asset Developer for stylized game-ready assets and environments, VFX and level design. With a unique background in Biology (BSc, MSc), I bring scientific precision, natural inspiration, and meticulous detail to creative work. I have proven ability to manage full asset lifecycles, develop custom tools, and collaborate effectively on projects from indie to team-based environments.

➤ Find my work at: <https://bukkbeek.github.io/>


Technical Skills

3D Assets & Workflow

Tools:  Blender

Modeling, UV & Texturing, Rigging, Animation, Modular Designs, Optimizations

2D Art & Design

Tools:  Krita,  Inkscape

Texture Design, Digital Painting, Concepts, Icon Design, Familiarity with UI/UX

Game Engines & Dev

Tools:  Godot,  Unity

Asset Integration, Scene Setup, Materials, Familiarity with Shaders and VFX

Art Styles

Stylized, Low-poly, Gradient-shaded, Flat-shaded, Minimalist, PBR, Hand-painted, Retro/Pixel, Vector based, NPR, Cartoonish

Professional Experience

Lead 3D Artist *'Warminer' a sci-fi RTS game (2024 – Present)*

Watch showcase: https://youtu.be/tibDWIMww2Q?si=0hLZH5az8eSJU_Aw

- Defining and executing art direction for sci-fi themed 3D assets
- Created 100+ game-ready assets using Blender and PBR
- Integrated assets into Unity with programmers
- Set up visual style guides and documentation
- Contributed to level design and trailer production

Freelance Game Asset Developer *Self-employed: Itch.io, Fiverr (2019 – Present)*

- Designed stylized 3D assets for indie projects and portfolio
- Published packs with 20,000+ total downloads and 40,000+ total views
- Completed ~100 Fiverr projects with 5-star ratings
- Created open-source tools (Genesis, Sprite Builder, PixelBlocks)
- Specialized in culturally inspired low-poly themes

3D Asset Developer *'Universe Island' a sci-fi FPS game (2020 – 2021)*

Watch showcase: <https://youtu.be/t3BDfnl828k?si=P7PMhHbM-fy0caJf>

- Developed 200+ low-poly assets across biomes
- Handled character modeling, rigging, and animation
- Produced the game trailer from concept to render

2D VFX & Designer *'Rusted Sea' a dystopian underwater game (2025)*

Watch showcase: <https://youtu.be/JZ62x8AdZEE?si=5fklgtB6Maj7HHYv>

- Designed and developed shaders, effects and lighting to achieve dynamic underwater environment
- Atmospheric game feel optimization

3D Designer & Developer - *Ceylon Blocks series (2024)*

Watch showcase: https://youtu.be/0mC4nbhsZNc?si=Vq_EefRdlfdZmFSB

- A massive free collection of game ready, stylized, modular 3D assets
- Based on rich tapestry of Sri Lankan Heritage and lush tropical vegetation
- Setup in Blender & Unity URP
- Playable demo included

Tutor & 3D assets developer *Dash Run: an endless runner of SLGDC – (2021)*

- Developed cartoonish 3D assets in an endless setting – Unity engine
- Set up visual style guides
- Tutoring 3D assets creation for the students of SLGDC
- Instructor of game dev bootcamp organized by IMEE - SLTC

Designer & Developer *Genesis: Godot based evolutionary simulation (2025)*

- Free and open-source project: <https://bukbbeek.itch.io/genesis>
- Complete trait evolution simulator built in Godot
- Utilizing Godot's UI and 2D rendering capabilities
- Graphs, reports export, traits acquisitions

Game dev tools

- [PixelBlocks](#): image to pixel art tool (2024)
- [Godot Pixel Renderer](#): ('Sprite Builder'): 3D to Pixel Art exporter (2025)
- [Pixel Textures Generator](#): one-click pixel textures generator (2024)
- [Textorium & MarkdownBlocks](#): full featured markdown editor/reader (2025)
- [WikiBlocks](#): Simple and versatile markdown-based wiki builder (2025)
- [ColorLab](#): color harmony and palette generator (2024)
- [ImageBlocks](#): random image generator based on layered images (2024)

Other Portfolio Highlights

- **Material Library** (free) including 50+ PBR textured materials
- **EION** (Sci-fi 2.5D Side-scrolling): Blender & Godot, Stylized
- **Motorbike Adventure** Pack - Low-poly adventure assets
- Mobile & Web Games - Rebel101, Jumble Merge, Titan Adventure, Neo

Education

MSc in Biology (reading)

Western University, Canada – Expected 2026

Focus: Bird migration and genetics

BSc (Special) in Zoology

University of Colombo, Sri Lanka – 2021

Built a strong foundation in biological systems and ecology