

# SAYYAM GAUR

## Technical Arts



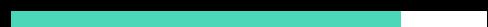
- 📞 +44 7818333173 (UK)
- 📞 +91 9920324911 (India)
- ✉️ Rockinghamsters@gmail.com
- 🌐 www.artstation.com/sayyambharadwaj6
- 🔗 linkedin.com/in/sayyam-gaur-1640b3204

## ABOUT ME

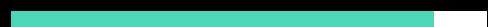
Passionate game designer, developer, and artist dedicated to crafting immersive, emotionally engaging experiences that balance gameplay, aesthetics, and player psychology from concept to completion.

## SOFT SKILLS

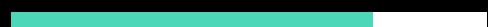
### Problem Solving



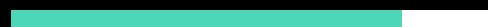
### Creativity



### Leadership



### Communication



## TECHNICAL SKILLS

 MAX	AutoDesk 3DsMax		Houdini
 AYA	AutoDesk Maya	 Ps	Adobe Photoshop
 Ds	Substance Designer	 Pt	Substance Painter
 Ae	Adobe After Effects	 Pr	Adobe Premier Pro
 U	Unreal Engine	 U	Unity Engine

## LANGUAGES

- Hindi (Fluent)
- English (Fluent)
- French (Intermediate)

## EXPERIENCE

### Game Developer and Artist (Generalist)

Polyphonic Technologies LLP January 2023 - June 2023

Worked on delivering 3D levels for Multiple clients, using processes like 3D modelling texturing and engine development, for gameplay mechanics and level-look devs, using both Unreal Engine (4.26-5.1) and Unity Engine.

- Worked on the development and level design of online metaverse levels for IT servicing and Consulting firm Globant
- Worked on unity C# code development for multiple Clients and related titles.
- Attended critical discussions with clients and upper management, to effectively understand essential requirements and deliverables.
- Worked on Shaders, blueprints and C++ code in Unreal for look dev and gameplay, for VEER the fight for freedom.
- Successfully integrated multiple different unreal APIs, Plugins and Assets to existing projects
- Modelled Multiple 3D models for various projects and clients using the PBR pipeline
- Worked on creating Design Documents for multiple clients on par with the demands and requirements.

### 2D Artist (Art team lead)

The Learning Buddy

June 2022 - August 2022

Worked on delivering upwards of 200 2D levels for Educational learning games app (The learning buddy Juniors & The learning buddy Sanfort) catered towards children aged 6-12, in association with sanfort group of schools, texas.

- Level design for in app levels
- 2D Art Concepting for in app levels
- UI/UX concepting for in app levels
- MySQL backend setup and user data management
- Social media account management, creating and curating social media posts
- Managing and delegating work to new interns, aswell as affectively teaching and training pipeline of workflows at TLB

### Freelance

- Freelance Game Server Developer | CS2 & Plugin Development* Sep 2025 - Present
- Server Manager and Server administrator* Part of marketing (graphic team) GroupM india, Worked on marketing posters of Oppo Reno 2 Jun 2019 - Dec 2020
- Freelance Graphic Designer* Part of marketing (graphic team) GroupM india, Worked on marketing posters of Oppo Reno 2 Jan 2019 - Feb 2020

## EDUCATION

### Master of Sciences, Technical Arts & Visual Effects

Abertay University, Dundee, Scotland 2024-2025

### Bachelor of Arts, Honours in Computer Arts

Abertay University, Dundee, Scotland. 2023-2024

### Bachelor of Design, Game Art and Interactive Design

École Intuit Lab, Mumbai, India. 2020-2023

### Higher Secondary

VIBGYOR Group of Schools, Mumbai, India. 2016-2018