

Shubham Kushwaha

Game Art Technical Artist

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A dedicated Unity & Unreal Technical Artist with expertise in 3D modeling, texturing, lighting, and shading. I specialize in real-time asset creation and optimization for AR/VR and gaming environments. With a strong foundation in high-poly and low-poly modeling, I bring innovative solutions and technical artistry to enhance the visual quality and performance of game assets. Currently seeking a role where I can apply my skills and contribute to cutting-edge projects in the gaming industry.

SKILLS

- 3D Modeling & Sculpting: Autodesk Maya (High Poly, Low Poly)
- Graphics Designing: Photoshop, Illustrator, Corel Draw, Premier Pro, After Effects
- Pixologic ZBrush: Sculpting, Baking Texture Maps
- Texturing & Shading: Substance Painter, Mari, Adobe Photoshop
- Lookdev & Rendering: Arnold, V-Ray, RenderMan, Redshift, Blender.
- Game Development: Unity & Unreal (3D Asset integration, Lighting & Baking, Lookdev& Shading, Metaverse, AR-VR, Web-gl)
- Optimization & RnD: Asset Optimization, Custom Shaders, lighting techniques, Particle System.

INDUSTRY STANDARD TOOLS

Software/Tools

Autodesk Maya, Blender, Unity Engine, Unreal Engine, Github, ZBrush, Substance Painter, Mari, Houdini, Nuke, Marmoset Toolbag, Marvelous Designer, Photoshop, Illustrator, Premiere Pro, Spine, Flash, After Effects, and more small time-saving tools.

PROFESSIONAL WORK EXPERIENCE

Rishton ka Sansar

March 2013 - April 2015

Graphics Designer

As a Graphics Designer at Rishton ka Sansar, I manage client photographs for profiles, create advertisements for newspapers and social media, and design flyers, booklets, and web banners. I also handle video editing for promotional campaigns, contributing to the company's branding and visual communication efforts.

Aswaforce

Feb 2018 to Nov 2018

3D ARTIST

I specialize in 3D modeling and texturing for AR and VR, with expertise in hard surface and product modeling. I create both high-poly and optimized low-poly models, using normal map baking to enhance texture realism, ensuring high-quality assets across industries.
work for: [Walmart](#) & [Wayfair](#)

Assemblage Entertainment

Nov 2018 to Feb 2021

Texturing & Lookdev Artist

I began my career in texturing, developing strong look development skills through team collaboration. I've contributed to CG series and movies, excelling in cross-department teamwork and problem-solving to deliver top-quality results efficiently.

Projects Name :

[Rocketry: The Nambi Effect](#)
[Miraculous: Tales of Ladybug & Cat Noir](#)
[Chico Bon Bon: Monkey with a Tool Belt](#)

MPC

March 2021 to October 2021

Mid Texturing Artist

I'm a Mid-Level Look Development Artist specializing in texturing, shading, and lighting for visual effects and animation. I've contributed to high-profile projects and enjoy collaborating with teams to achieve top-quality results. Let's connect to discuss your next project.

Projects Name:

[Home Sweet Home Alone](#)
[Vikings](#)
[Bhediya](#)

HMX Media

October 2021 to October 2022

Senior Real Time Artist

I'm a Real-Time WebGL Artist focused on lighting and shading, optimizing 3D assets to create immersive web experiences. Let's collaborate to bring captivating web projects to life!

Projects Name:

McLaren Solus GT

Supermeteor-650

Razer Blade 14

Mai Labs (part of Zee media)

November 2022 to _____

Unity Technical Artist

I'm a Unity & Unreal Technical Artist with a passion for merging art and technology to create immersive experiences. I specialize in optimizing assets, crafting shaders, and developing visual effects. Additionally, I contribute to 2D slot games, managing asset integration, overseeing animation, creating custom shader graphs, and generating FX using particles. I collaborate closely with developers to troubleshoot and resolve issues swiftly. Let's connect to bring innovative projects to life!

Project: MAYAAVERSE"

Freelance Work

March 2017 to Present

Graphic Designer

I do a lot of freelancing work.

- During my study period, I worked on a government 2D animation project where we created a short film about our army soldiers fighting on the battlefield. In the film, the army unveils a new weapon: a flying drone with a bomb, called the 'Bamboo Copter.' My key responsibilities included character creation, background design, animation, sound design, and video timeline editing. The entire project had a duration of 2 minutes."

- Character Design

- Background Design

- Matt Painting

- Mandala Arts

- Typography

- Poster (Advertising & Songs)

- Motions Graphic

- Food Cart Presentation & Graphics

- Picture Motion Video editing for YouTube

- Photo Restoration

- Sprite Creations

- at present I work in 3d game but slightly i work also for 2d game at my current organisation.

Software I used for 2d Work

Adobe Creative suite

Photoshop | Illustrator | After Effects| Premier Pro | Audition | Pagemaker | Flash | Corel Draw | Light Room | Spine | Unity

EDUCATION

Arena Animation

June 2015 - Dec 2017

AAIP-VFX

C.C.S.U Meerut

July 2014 - July 2017

B.A.

S.D. Sadar Inter college

2013

Intermediate

S.D. Sadar Inter college

2011

High School

PERSONAL INFORMATION

FATHER'S NAME: Surender Kushwaha

ADDRESS : 241/15 Sanjay Nagar, Yadgarpur, Meerut (U.P.) – 250001

D.O.B. : 21-Apr-1996

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MARITAL STATUS: Married

NATIONALITY: Indian