

Ashish Ahire

As a passionate and visionary designer, I am on a quest for an opportunity in an organization that reveres creativity and thrives on collaboration. Eager to channel my artistic prowess into the pursuit of both personal and collective aspirations, weaving a seamless tapestry of success and mutual growth.

Electronic City phase II,
Bengaluru, Karnataka, 560100
+91 7972517954

ashahire00@gmail.com

[Portfolio](#)

EXPERIENCE

Reliance Animation, Pune — Jr. QA engineer

SEP 2021- NOV 2021

I worked with Codemasters for the F1 2021 game. My tasks included following test plans, executing test cases, and actively playing through different game scenarios to uncover potential issues. When a bug or problem is encountered, I would create detailed bug reports in Jira, including steps to reproduce the issue, screenshots or videos, that will help the development team understand and address the problem.

Learnovate, Pune — Graphic Designer

AUG 2021- SEP 2021

As a graphic design intern, I worked closely with our creative team to conceptualize and execute visual designs for a variety of projects. My tasks included creating graphics for social media posts, designing marketing materials, and assisting in website layout and design.

Freelancer, Pune — Graphic Designer

2018 - Still working

Collaborated with clients to develop visual concepts for brand identities, marketing collateral, social media graphics, and website designs. Executed projects from concept to completion, ensuring exceptional quality and timely delivery of design assets. Maintained open communication with clients throughout the design process, incorporating feedback to refine designs as needed.

EDUCATION

Horizon English Medium School, Pune — High School

Sinhgad College of Engineering , Pune — Third Year

Frameboxx Animation Visual Effects, Pune — Certificate

SKILLS

Software Proficiency:Unity
3D, Blender, Maya, Unreal
Engine for game design.
Adobe Photoshop, Illustrator,
Premiere Pro, After Effects,
and Adobe XD for graphic
design and video editing.

Programming
Languages:Proficient in C and
C# for game development.

Game Genres:Familiarity with
shooter games like Call of
Duty, PUBG, and Apex
Legends. Knowledge of sports
games such as FIFA, Cricket,
WWE 2k, and Rocket League.
Experience with RPG games
like Guild Wars, Assassins
Creed, Lara Croft, GTA, and
RDR2. Interest in racing
games like Crew, Forza
Horizon, NFS, F1, Dirt, and
more. Familiarity with
simulation games like Cities:
Skylines, Sims, and various
mobile games.

LANGUAGES

English, Hindi, Marathi,
Basic Japanese.

PROJECTS

Game Levels for RPG Games:

Designed captivating game levels for RPG titles, showcasing strong skills in level design, storytelling, and gameplay mechanics. Leveraged industry-standard game design tools and engines to create immersive environments that enhanced player engagement and immersion.

Made 3D Assets in Blender and Maya :

Utilized Blender and Maya to craft high-quality 3D assets, including low poly trees, rocks, animals, buildings, swords, and castle towers. Employed meticulous attention to detail and artistic creativity to produce visually appealing assets that enriched the overall game environments. Demonstrated proficiency in modeling, texturing, and optimizing assets for real-time rendering in video games.

Survival Game for 'Core Game Jam':

Participated in the 'Core Game Jam' and successfully created a captivating survival game from concept to completion within a limited timeframe. Demonstrated the ability to work under pressure and meet strict deadlines while maintaining the quality of the game. Implemented innovative mechanics, AI behaviors, and environmental elements to provide players with an engaging and challenging gameplay experience.

[Miramare heist](#)

Branding for Bakery called Shamala:

Developed a comprehensive branding strategy for a bakery named 'Shamala.' This involved designing the logo, color palette, packaging materials, signage, and other visual elements that reflected the bakery's unique identity and values. Ensure brand consistency across all touchpoints, including social media, website, and physical storefront, effectively positioning 'Shamala' as a memorable and trusted bakery in the market.

[Shamala](#)

YouTube videos:

As a creator, successfully conceptualized, produced, and edited captivating YouTube videos utilizing Blender 3D and Premiere Pro. Demonstrated expertise in designing and integrating 3D models to enhance visual appeal and deliver high-quality content to the audience.

[YouTube](#)

HOBBIES

Playing video games, football and watching Anime