



About Me

Hi,

I am a professional 3D Artist.

Passionate about Art and
have the ability to visualize
client needs and bring it to
reality.

Success in prior role and given responsibility for modeling, and texturing. Have good knowledge and pipeline for creating Game assets.

Always willing to learn.

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Personal Info



Tamil & English

15.05.1997

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Artstation

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Education

2014 - 2018

Mechanical engineering, Cape Institute Of Technology, Tamilnadu(st). 2012 - 2014

S.M.S.M.Hr.Sec.School, Tamilnadu(st).

Aravindh G (Aravindeep) 3D Artist

Experience

3D ARTIST- 2019 to 2023

Hashbells (Cropbytes) / Bangalore

- 3D Character, props modeling and optimized it for mobile devices
- Realistic and stylized texturing for in game assets
- Rigging and animation for in game assets
- Using unity for map integration and level design
- 2D Concept arts for all game assets.

GAME ARTIST-2018 to 2019

Taninty Game Studio / Chennai

- · Create concept art for environment and character
- Bring in ideas, designing assets and characters
- Rigging and animation for in game assets

Key Skills

- Photoshop, Illustrator
- 3D Software: Blender, Zbrush, Substance painter, marvelous designer
- · Modeling, sculpting
- · Realistic and stylized texturing
- · Rigging in blender
- Animation for games
- Collaborative work with Developers
- Knowledge of level design in Unity and Unreal Engine

Interests

- Watching anime
- Learning
- Outdoor games
- Teaching