Nitul Nayan Das

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Education

VIT Bhopal University — Bhopal, Madhya Pradesh
B.Tech in Computer Science and Engineering, Minor in Gaming Technology — Expected Oct 2026
  Cumulative GPA: 7.87/10

12th Standard
Pandit Deen Dayal Upadhyay Adarsh Mahavidyalaya, — Goalpara, Assam
  CGPA: 8.95/10 — May 2021

10th Standard
Ajagar Valley Academy — Goalpara, Assam
  CGPA: 7.79/10 — Mar 2018

Skills Summary

3D Art Skills: 3D modeling (Hard Surface & Stylized), UV Mapping, Baking, Texturing, Sculpting, Rendering
Game Development Skills: Level Design, Lighting, Blueprint Scripting, UE5(C++ programming, Nanite, Lumen), Basic Gameplay Programming, Familiar with Unity (C# Scripting)
Tools: UE5, Adobe Substance 3D Painter, Substance Designer, ZBrush, Blender, Krita

Projects

Stylized Japanese Shrine Environment — Apr 25 – June 22
- Modelled entire shrine scene with custom props in Blender.
- Sculpted details in ZBrush.
- Baked and textured the low-poly models in Substance Painter.
- Foliage Cards in Krita.
- Final Scene rendered in Blender using Cycles.

Lantern prop Game Ready — Feb 25
- Use low-to-high poly workflow for stylized prop.
- Baked and textured in Substance Painter for Game use.

Course Work

Certifications & Trainings:
- Stylized Environment Creation using Blender and UE5 (Udemy) — Issued: Dec 2024
- Complete Guide to ZBrush | Nexttut Education (Udemy) — Issued: Dec 2024
- UE5 and C++ developer: Learn C++ and make Video games | GameDev.tv (Udemy) — Issued: Jan 2025
- 3D Video Game Environment Art Bootcamp |Game Arts Academy (Udemy) — Issued: Mar 2025

Extracurricular Activities
- Won a band competition help in AdVITya'25. I was the lead vocalist.
- Successfully inaugurated NE club as its member.

Languages
- English (Fluent); Assamese (Native); Hindi (Fluent); Japanese (Beginner)