



PRATYUSH BISWAS

3D MODELING AND TEXTURING ARTIST
(GENERALIST)

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[Portfolio Link](#)

Dumdum, Kolkata 28

EDUCATION

GAME DESIGN /3D VFX

Diploma in 3D VFX _MAAC
(Maya Academy of Advanced Cinematics)
2022 - 2025(Aug)

Bachelor of Arts (B.A)

Krishnanagar D.L College
Passing year - 2020

EXPERTISE

- Hard Surface & Environment Modeling
- PBR Texturing & Material Creation
- High-to-Low Poly Workflow / LOD Optimization
- UV Unwrapping & Texture Baking
- Game Asset Optimization (Unreal / Unity)
- Lighting & Product Visualization
- Real-Time Rendering

REFERENCE

Akash Bhanjadeo

CEO/Sherlock Studio
Odisha, India

Phone: +91 72899 24370

Email: sherlockstudio25@gmail.com

ABOUT ME

○ 3D Artist specializing in hard surface and environment modeling with hands-on experience in building game-ready assets for PC platforms. Skilled in Maya, Substance Painter, ZBrush, Unity, and SpeedTree, with strong understanding of PBR workflow, UV optimization, and asset baking. Passionate about creating optimized, visually striking models for real-time engines and production.

Familiar Software

Maya • Substance Painter • Substance Designer •
ZBrush • Unity • Unreal Engine • SpeedTree • Marmoset
Toolbag • RizomUV • 3ds Max • Blender • Marvelous
Designer • Photoshop • Premiere Pro • After Effects

Work Experience

June 2025 - Sept 2025

3D Artist Intern

Sherlock Studio, Odisha

- Created and optimized 20+ game assets including props, vehicles, and collectibles for PC titles
- Collaborated with the art team to deliver game-ready models following studio standards
- Worked on UV unwrapping, texturing, and PBR material setup for real-time rendering

Key Projects

- Vintage Wall Telephone – Detailed hero prop for portfolio.
- Vintage Cable Car – Hard surface model optimized for games.
- Homemade AK47 & .44 Revolver – Weapon props with textures.