Sangeet Dey

3D ARTIST/CODER

EDUCATION

2020 **PG Diploma in Animation**
ICAT Design and Media College

2018 **Bachelor of Engineering in Computer Science**
Jorhat Engineering College

2014 **12th standard**
Sanskriti The Gurukul

SKILLS & SOFTWARE

3D modelling

3D Texturing

Coding

Team Management

- Adobe Photoshop
- Autodesk Maya
- Substance Painter
- Blender
- JavaScript
- Three.js

INTRODUCTION

Creative and technically proficient 3D Modeling and Texturing Artist with a strong background in digital art and real-time rendering. Transitioned into Research and Development to explore the intersection of 3D technology and programming, specializing in JavaScript and Three.js. Passionate about developing innovative solutions for interactive 3D applications, procedural modeling, and rendering optimizations. Adept at bridging the gap between artistic vision and technical implementation.

WORK EXPERIENCES

Oct 2021-Present **Avataar**

Senior Associate 3D CoE

- Worked as a Prototype Engineer in the Research and Development department, where I primarily worked on improving and creating new features to be implemented in Avataar's Creator platform. I also tested and gave feedback on the implemented features.
- Did market research on competitor web applications.
- Reviewed features using Generative AI and documented best prompting practices.
- Worked along with the Product team and the UX/UI team to figure out user workflows and feature recommendations
- As a 3D artist, I delivered high quality 3D assets for various e-commerce projects, and was responsible for the asset along the whole 3D pipeline.
- Managed my team and oversaw smooth operation of projects.

Aug 20202- Sept 2021 **R.R Donnelly**

3D Artist

- Delivered high quality 3D assets as a modelling and texturing artist

CONTACT ME

📞 **Phone** 8929342169
✉️ **Message** sangeetdey9716@gmail.com