

Savidu Karunaratne

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PROFILE

I am a graduate 3D artist from the Computer Animation program by the University of South Wales. I'm looking for a Junior 3D role that utilises my knowledge in hard surface modelling while continuing to learn procedural tool creation in Houdini.

TECHNICAL SKILLS

Familiar software includes,

- Blender
- Houdini
- Maya
- Unreal Engine
- Unity
- Substance Painter
- Substance Designer
- Marmoset Toolbag
- Davinci Resolve

Knowledge in the high poly to low poly workflow. Knowledge in game engines. Physically Based Rendering Techniques. Houdini Procedural tool creation.

RELEVANT EXPERIENCE

Grease Pencil, Colombo Sri Lanka- 3D Artist Intern

JUNE 2019 - SEP 2019

- Worked as the primary 3D modeller to help with ongoing projects, such as product visualisation for advertisements and props and objects for VR Projects.

CREATIVE EXPERIENCE

Ludum Dare 50 - 3D Artist

APRIL 2022

- Competed in the 20th Anniversary of the Ludum Dare game Jam to create a game in 72 hours. As a member of a team of 4 and responsible for all aspects of 3d modelling and animations.

GMTK JAM 2021 - 3D Artist

JUNE 2021

- Participated in the annual GMTK game jam where I worked as a member of a team of 5 to make a fully functional video-game in 48 hours. I was responsible for most of the 3d art work and animations.

EDUCATION

University of South Wales (United Kingdom) - *BA Computer Animation Degree*

SEPTEMBER 2022 - JULY 2023

Collaboration on a 3D animated short-film rendered in Unreal Engine. Houdini as a procedural tool creator.

Hoggard (Sri Lanka) - *HND in VFX & Animations*

JANUARY 2019 - JANUARY 2022

Studied the full 3D pipeline required for computer animation, from concept to final animation.

Monash University (Australia) - *BEng in Mechatronics Engineering (Incomplete)*

FEBRUARY 2017 - DECEMBER 2018

Was introduced to the world of 3D through CAD programs for Engineering Design(MEC2402). Introduction to 3D Art (FIT 1033)

NIBM (Sri Lanka) - *Certificate in Computer Programming*

SEPTEMBER 2016 - JANUARY 2017

Stafford International School (Sri Lanka) - *Cambridge Advanced Levels*

MAY 2014 - AUGUST 2016

Physics - A, Mathematics - C, Computer Science - C

HOBBIES AND INTERESTS

In my spare time I like to partake in Game Jams with my friends. As it's a great way to express myself creatively, while getting a break from my usual work. Added benefit of it being just a few days long at most.

I also have an interest in making 3D art for VR games. As I would like to learn what it takes to make performance optimised art that both looks great and is not resource intensive for VR applications.