" Sushegat", 5, Niranjan Housing Society, Tilak Nagar, Aurangabad 431005
E-mail: myself@satyak.com **Portfolio/Website:** http://www.satyak.com **Phone:**+91 9607055123

To,
The Hiring Manager
Dear Sir / Madam,

I am most interested in applying for a 3D Artist/Game designer position. I am a creative 3D Artist, Tech Artist, and Game Designer since last 4 years working as a 3D Unity designer on Metaverse and VR Projects. As a graduate of the Master of Animation, Games, and Interactivity from RMIT, Australia. I want to dive into the game, VR, and Interactive industries.

I also have 5 years of previous experience in 3D Visualization. In 3D visualization, I have created realistic models of Venues, Stadiums, Racetracks, and landmarks all over the world. I am an expert in Autodesk 3Ds Max, Blender, Maya, Adobe Suite, and Unity 3D.

- As a Game designer, Programming in C# creating character controls and interactions using the Unity 3D game engine.
- In my free time I am working on project was about gamification for health messaging using games as a communication tool, spreading awareness about open defecation in rural areas
- As Tech artist I like Creating particle systems, shaders and effects in Unity 3D engine for player interactions / feedbacks for games.
- As a 3D modeler, I am good with modeling objects and texturing to create realism. Worked on world design/creation, skeleton rigging, and animation, game prototypes.
- I have working experience on AWS and version/source control software like Git and source tree.
- Working on Metaverse and VR projects I am mostly interested in problem solving and setting pipelines.

I am driven by high energy levels and technical competence. I am confident of making a visible contribution to the company. I am organized, proactive, and a team player, confident in my credentials. You would find me a perfect fit for the above position. I have a positive can-do attitude; I always stay calm and never back down from commitment.

I would appreciate the chance to meet with you in person to discuss how I could be a vital part of your organization.

Enclosed:
1. Resume / CV
2. Portfolio / Website: http://www.satyak.com/
3. Showreel: https://www.youtube.com/watch?v=dWoK6UEnIZI
4. Recent Game Designs: https://drive.google.com/drive/u/1/folders/1_tKSB_6fNAtbFakt5WtmamRBPkSrltdS

Yours sincerely,

Satyak S. Joshi

Satyak Joshi

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Career Objective

Looking for a challenging position in Animation, Games, and Interactivity as 3D Artist, Game Designer, Level designer, Asset designer, Unity 3D Developer. I am a creative 3D Artist, Tech Artist, and Game Designer with 8 years of experience across the industry. Driven by high energy levels and technical competence I am confident of making a visible contribution to the company's growth and profitability objectives.

Technical Skills

- Autodesk 3D Studio Max
- Adobe Photoshop
- Blender

- Autodesk Maya
- Unity 3D / Unreal
- C# Programming

- Adobe Illustrator
- ZBrush
- Substance Painter

Employment

i2e Consulting   October 2021 — Present

Sr. Unity 3D Designer / Developer

Responsibility:

- Primary responsibility is to create Realistic 3D medical tools/equipment and assets to be used for Virtual Reality Medical Training Projects in Game Engine Like Unity.
- Major tasks included designing assets for Medical training VR applications and creating detailed 3D Models and props in a 3D software such as Blender, Textures in Adobe Photoshop, and Materials and Lighting in Unity.
- Optimizing 3D models/props to be used in Unity's HDRP and URP pipeline for Web apps, and web platform for metaverse.
- Integrating 3D assets and testing them on Metaverse on platforms like Decentraland.
- As a designer generating ideas on how to gamify certain aspects of the medical training and create prototypes for developers and programmers to understand.

Allstate Solutions Pvt. Ltd.   September 2020 — October 2021

Unity Developer / Sr. 3D Designer
Under Payroll of Apidel technologies Pvt. Ltd.

Responsibility:

- Primary responsibility is to create Realistic 3D Game assets and environments to be used for Virtual Reality Projects in Game Engine Like Unity.
- Major tasks included designing Levels for VR games and creating detailed 3D Models and props in a 3D software such as Blender, Textures in Adobe Photoshop, and Materials and Lighting in Unity.
- Optimizing 3D models/props to be used in Unity's HDRP and URP pipeline for Web and PC game builds.
- As a game designer generate ideas of how to gamify certain aspects of the game and create prototypes for developers and programmers to understand.

Freelancer   July 2019 — August 2020

3D Artist / Game Designer

Responsibility:

- Primary responsibility is to create 3D Game assets and environments for Self-Indie Game Projects, create game concept documents, self-learning, and create game prototypes using C# Programming Language in Unity 3D.
- Major tasks included creating detailed 3D Models in Blender, Textures in Adobe Photoshop, and Materials and Lighting in Unity.
- Working on Freelance jobs in Australia and India by bidding on online freelance portals i.e. 3D visualization, Graphic designing, Logo designing.

Here Solutions India Pvt. Ltd.   July 2015 — December 2016

Map Modeler – 2

Responsibility:

- Primary responsibility is to work with an In-House 3D Modeling Team to create Realistic Models of Landmarks in All over the world i.e. Buildings, Venues, Stadiums, Racetracks, Cathedrals & Churches, etc, so they can be injected into Maps for navigation purposes.
- Major tasks included creating detailed Models of Landmarks and Textures. Challenge in the job is to model from perspective photographs with little or no details with limited Triangle counts and Texture them within 512x512 UV texture space.

- Manage and Evaluate the Landmark inputs provided by RMC all over the world, Scheduling and Tracking the Tasks for Individuals.
- Creating Detailed Landmark Models, Creating Materials and Texturing of the Landmark and performing basic Quality Check i.e. SE (Source Evaluation)
- Communicating the Status of each Landmark to On-Shore Teams i.e RMC's All over the world and Providing Milestones for future deliverables.

Achievements:
- Promoted to Map Modeler 2 from Map Modeler 1 for after skills and performance evaluation of the year.

Ticket Utils India Pvt. Ltd.   April 2013 — December 2014

Team Lead

Responsibility:
- Manage the Team of seven 3D Modelers, Scheduling and Tracking the Tasks for Individual
- Integrating the Venue by Merging Railings, Floor Models, Suites, and Other Detailing Objects.
- Creating Detailed Chair Models, Texturing the Venue and putting appropriate Lighting, Publishing for Rendering on Amazon AWS Render Farm, Collecting the Output and performing basic Quality Check.
- Communicating the Status of each Venue to On-Shore Team in New Jersey and Providing Milestones for future deliverables.

Achievements:
- Promoted to the Team lead for best performer of the year

Ticket Utils India Pvt. Ltd.   September 2012 — March 2013

Sr. 3D Modeler

Responsibility:
- Work with In-House 3D Modeling Team to create Realistic Models of Venues, Stadiums, Racetracks in the United States and Europe.
- Major tasks included creating detailed Models of Chairs, Floor Modeling, Railing Modeling
- Challenge in the job was Reverse Engineering the Venue Model from perspective photographs with little or no details.

Achievements:
- Received 2013 Employee of the year award at Ticket Utils India Pvt. Ltd. for best performance.

Dimentics Designs   January 2012 — August 2012

Technical Director

Responsibility:

- Dimensions is an Architectural Visualization Studio based in Aurangabad, Maharashtra.
- Primary responsibility was Managing and Executing Outsourced 3D Modeling projects for Venues in the United States.
- Challenge in the job was Reverse Engineering the Venue Model from perspective photographs with little or no details.

Achievements:

- Received best quality award from clients compared to their others.
- All providers' contracts were canceled, and a merger offer was given to us.

MedWatchDoc India Pvt. Ltd.   August 2009 — January 2010

3D Modeling Intern

Responsibility:

- Worked as 3D Modeling Intern for Morphing Facial Expressions of the 3D Characters.
- Responsibilities included Basic Modeling, Morphing, Texturing

Education

Master of Animation, Games, and Interactivity   July 2017 — June 2019

Royal Melbourne Institute of Technology, Australia

- 2 Years Master's program specialized in Animation, Games, and Interactivity.
- Developing a directorial vision and in-depth understanding of narrative, visual, and interactive media through Research.
- Studio projects and collaborations that focus on current global trends via a studio setting.
- Motion Graphics design using Cinema 4D, Adobe After effects
- Game designing, assets, and level design in Blender and 3Ds Max and development in Unity 3D using C# as a programming language.

Bachelor of Media Graphics and Animation   May 2010 — May 2012

Yashwantrao Chavan Maharashtra Open University

- 3 Years bachelor's program specializing in Media Graphics and Animation.
- 2D/3D Animation Techniques using Flash, 3D Studio Max, Maya.
- Sound Editing using Sound Forge.
- Pre and Post Production using Premiere Pro and Adobe After Effects.
- Vector designing using Adobe Illustrator.

- Web Designing using Adobe Dreamweaver.

AG Pro Diploma   **May 2008 — October 2009**

Animaster

- Animaster Graduation Program Diploma, covered 3D Studio Max, Maya, Adobe Photoshop.
- Basic 3D Modeling and Animation Principles, Character Development using Traditional Drawing & Clay Modeling.

Extra-curricular activities

Photography
- I worked as a Freelance Photographer during my BSc. Course.
- Special interest in Nature Photography and Portraits.

Singing
- Appeared for 5 exams in Indian Classical Music.

Languages
- Preparing for the Japanese language exam JLPT N5.

References

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