

Kishore kumar. R

3D / Environment Artist

OBJECTIVE

I am a seasoned Senior 3D Artist with a passion for pushing the boundaries of creativity and delivering exceptional visual experiences. With 14 years of experience in the industry, I have honed my skills and expertise in 3D modeling, texturing, rendering, and animation to create captivating and immersive 3D art.

ADDRESS

No: 38/3, Gandhi Street,
Jagannatha Nagar,
Arumbakkam,
Chennai- 600106.

PHONE

+91 9710652559

DOB

30/07/1988

EMAIL

kishoregameartist@gmail.com

WEBSITE

www.k7arts.com

MY INTEREST

PC games

music's

Movies

Paintings

LANGUGE

English

Tamil

EXPERIENCE

2009 - 2010

Nano Soft Animation (3D Modeler)

In summary, my role as a 3D modeler within the realm of cartoon animation television series.

2011 - 2012

Pan Asian College (3D Guest Lecturer)

Trainer for Portfolio Development for undergraduate (UG) and postgraduate (PG) students specializing in game art and animation.

2012 - 2013

Vril Interactive Studio (Environment artist)

My time at this studio was a valuable experience, where I served as a 3D & Environment artist for five game titles, encompassing three mobile games, one PC game, and one PS4 game.

- Mobiles games
 - Arjuna arc – (android) 2.5D
 - Brute Ninja (iPad) 2.5D
 - Picky Pocky (iOS) Top down
- PC Game
 - Rekkal Races (Client TV channel) Multiplayer games.
- PS4 Game
 - Vikram Vetal - Prototype (Client - Square Enix)

2014 – 2014

VFX Media & Design (3D Game artist)

Employed as a 3D game asset creator for prototype gamification projects.

2015 - 2016

Pixel Studio Pvt Ltd (Mid – Sr.3D artist)

In this role, I initially began as a mid-level senior 3D artist, overseeing a team of three members and managing the core projects related to AR/VR and gamification.

- Insurance-focused Gamification Project (Client: TCS) My responsibilities include overseeing World Creation, Asset Creation, Game Optimization, as well as managing lighting and post-processing within Unity 3D.
(PC Platform – third Person)

2016 - 2017

Image Infotainment (Sr.3D artist (SME))

Developing educational materials for undergraduate (UG) and postgraduate (PG) final year students and assisting them in building a portfolio for game art as part of their industry pipeline process.

2017 - 2022

Amazon Dev Center India (Sr.3D artist (Level 4))

In the Amazon experience, my role has been quite diverse. I have served as a 3D Product Designer and provided support for Research and Development (R&D) in the Virtual Try-on Project.

- AR/VR & Image 360 degree.

2022 - 2023

Srushty Global Solution Pvt Ltd (3D Project Manager)

Managing a range of projects with a team of 15 members, engaging directly with clients through calls, resolving issues, establishing budgets, and ensuring project delivery.

- Animation Project from Israel (Mocap Data Cleanup project)
- 3D asset Outsourcing for AR/VR Development (Mechanical Automation & Simulation Projects)
- 3D product Design for E commerce project.

2023 - PRESENT

Flyerssoft Pvt Ltd (Art Lead)

Handling a project with a team of 2 members, engaging in problem-solving, and providing technical support within the projects.

- Create Mobile Games.
- AR/VR Development for Architecture and Medical project.
- 3D Asset creation for Gaming clients.

EDUCATION

BBA -DY Patel University (Pursuing)

PG Dip Game Art & Design (IAO certificate)

Diploma in Multimedia of Game art (Apollo Education institute)

SOFTWARE SKILLS

- Maya
- 3Ds max
- Z-brush
- Substance Painter
- Substance Designer
- Marvelous Designer
- Photoshop

GAME ENGINES

- Unity 3D
- Unreal engine 4 / 5

Art-station link: <https://kishoregameartist1988.artstation.com/>