

ARVIND T.R

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SUMMARY

An Experienced 3D Environment Artist with a strong passion for creating immersive and visually stunning worlds. Skilled in using industry-standard software and techniques to bring environments to life. Demonstrated expertise in modeling, texturing, lighting, and optimizing assets for real-time applications. Committed to delivering high-quality work within tight deadlines and collaborating effectively with cross-functional teams.

EXPERIENCE

3D Generalist (on-site)

The HOLOCRAFT

March 2020 - October 2021, Chennai, India

- Collaborated with the art team to develop and create visually stunning environments and assets.
- Created high-quality 3D models, textures, and materials for various environments, including landscapes, buildings, props, and foliage.
- Implemented assets into game engines, optimizing for performance and maintaining visual fidelity.
- Assisted in the creation of 3D assets for pre visualization including environmental props and character accessories.
- Conducted research and reference gathering to ensure accuracy and authenticity in asset creation.
- Produced optimized assets, considering performance certain limitations.
- Participated in the testing and iteration phases, providing feedback and making necessary adjustments to assets.
- Brainstormed closely with art directors and provided creative input to ensure the visual direction aligns with the project's artistic vision.
- Increased productivity by introducing procedural processes in asset creation which has improved asset consistent quality and production.
- Interpret and push concept designs to the next level while taking into account technical and design constraints such as poly counts, texture memory etc.,

3D Artist (Freelance)

Sindhai Tech Lab & Various other companies

November 2021 - January 2023, Chennai, India

- Worked independently on various freelance projects, including architectural visualizations and virtual reality experiences and outsourced game assets.
 - Collaborated directly with clients to understand their vision and deliver high-quality assets within specified time frames.
 - Developed 3D models, textures, and lighting setups to create immersive and visually appealing environments.
 - Created highly detailed and visually captivating assets.
 - Collaborated with concept artists, designers, and technical artists to ensure cohesive and visually striking environments.
 - Optimized assets and environments for optimal performance on target platforms.
 - Worked on multiple projects simultaneously, meeting tight deadlines while maintaining quality standards.
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SKILLS

- **3D Modeling:** Proficient in creating high-quality 3D models of environments, architectural structures, props, and natural elements. Skilled in using software such as Autodesk Maya, Blender, or 3ds Max to develop detailed and realistic assets.
- **Texturing and Material Creation:** Able to bake, create and apply textures using programs like Substance Painter, marmoset tool bag or Xnormal to enhance the visual appeal of textures. Familiar with creating realistic materials and shaders to achieve desired surface qualities.
- **Lighting and Rendering:** Experienced in setting up lighting systems to create realistic and visually compelling environments. Knowledgeable in utilizing software such as Unreal Engine to achieve desired lighting effects and optimize performance.
- **Environment Design:** Proficient in translating concept art or reference materials into fully realized 3D environments. Skilled in set dressing and creating cohesive and visually pleasing compositions that convey the desired mood and atmosphere.
- **Optimization:** Well-versed in optimizing assets and environments for real-time applications to ensure optimal performance on target platforms. Knowledgeable about efficient polygon usage, LOD (Level of Detail) systems, and other optimization techniques.
- **Collaboration and Communication:** Excellent team player with strong communication and interpersonal skills. Capable of effectively collaborating with art directors, designers, and other team members to ensure the artistic vision is realized.
- **Research and Adaptability:** Adept at researching and gathering references to inform the creation of accurate and visually appealing environments. Flexible and able to adapt to changing project requirements and technological advancements.

EDUCATION

Diploma in Asset Creation

Think Tank Training Centre • North Vancouver, BC, Canada • October 2021 - May 2023

Diploma in Game Development

VFX Media and Designs • Chennai, Tamil Nadu, India • 81.2% • July 2021 - September 2023

Bachelor's in Computer Science

Vel Tech Dr. RR & Dr.SR University • Chennai, Tamil Nadu, India • 7.34 • August 2013 - May 2017

ACHIEVEMENTS

Oct 2021 Online Scholarship - Second Place

Think Tank Training Centre • 2022

• Students from Think Tank Online – Foundation Term got the chance to participate in the competition by submitting their final term project. The final term project is the one piece of artwork that demonstrates all the skills we have learned throughout the program, from modeling, lighting to texturing, sculpting, and won **SECOND PLACE** in the contest among online students all over the world, worth 1000 CAD.

<https://www.tttc.ca/the-cortex/all/oct-2021-online-scholarship-winners>

PERSONAL SKILLS

Hard Skills : Autodesk Maya, Substance Painter, Substance Designer, Zbrush, Photoshop, Unreal Engine, Marvelous Designer, Marmoset Toolbag, Quixel Suite.

Soft Skills : Work Ethic, Team Work, Flexibility, Research Skills, Initiative , Statistic Analysis, Quick Learner, Resilient, Leadership, Proactive, Time Management, Problem Solver.

Languages : English (Professional), Tamil (Native), Hindi (Elementary).