

# SAYANTAN BISWAS

3D ARTIST (ENVIRONMENT/PROPS/VEHICLES/WEAPONS)

ADDRESS

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An Enthusiastic 3D Artist (Environment/Props/Vehicles/Weapons), who wish to help make some of the coolest Video Games across several platforms. I have 15+ years of experience working for the Industry.

## WORK EXPERIENCE

#### SELF-EMPLOYED 2023 - PRESENT

Freelance Game Artist Art Consultant Unity Asset Store Content Creator

#### JETSYNTHESYS GAMING 2020 - 2023

Lead 3D Artist (Environment)

My role was to lay an efficient environment creation process among the Environment Artists, that encourages a fast asset execution for the ever-demanding Mobile Game making timelines.I was also responsible for supervision of Environment tasks, in terms of quality, and feasibility.

**Projects**: WWE Racing Showdown Sachin Saga Pro Cricket

## SELF-EMPLOYED 2016 - 2020

Freelance Game Artist Art Consultant Unity Asset Store Content Creator

\* Creating high quality 3D content for Unity Asset Store making them reachable and affordable for Indie Studios using Unity. \* As a Senior in the Industry, gave consultation service to Indie Studios for a fail-safe one-shot execution to reduce on development time.

\* Created 3D Game Environment and Prop assets for Clients.

#### Notable Projects:

Build my City (Own Game) Mukkabaaz 1971: Indian Naval Front Mahabharata: Dawn of Kaliyuga

## JUMPSTART GAMES 2009 - 2015

#### Senior Game Artist

Being the first Artist to be hired in the Bengaluru team, I was additionally responsible to assist in the process-pipeline of the local Art team-to-be.

#### PC Projects:

School of Dragons Virtual World Jumpstart Virtual World Eat my Dust Virtual World Mathblaster Virtual World Super Secret Virtual World.

NintendoWii Project: JumpStart Crazy Karts

Mobile Projects: Penguins of Madagascar: Dibble Dash School of Dragons NFL RUSH Heroes & Rivals JumpStart<sup>®</sup> Blast-Off: (Math & Reading) JumpStart® Preschool Magic of Learning Madagascar Preschool Surf n' Slide Madagascar Math Ops Math Blaster HyperBlast 2 HD Monster Mutt Rescue JumpStart Punk Punk Blitz Math Blaster HyperBlast Math Blaster B-Force Blaster Beaver's Revenge™ Ice Cube Caveman™ Elimin8™

## PHANTASM GAMES STUDIO 2008

Freelance Technical Consultant Project: 'A Simple Life'.

## **TINMAN GAMES STUDIO 2008**

Freelance Technical Consultant/Level Artist/Trainer Project: 'Yuga'.

#### SEI GAMES (SHEMAROO) 2007 - 2008

Level Creator And Artist

Being the first Artist to be hired in the team, I was additionally responsible to lay the pipeline of the Art team-to-be.

Project: 'Ghatothkach: The Quest for Kanchan Moti'.

## MODDING EXPERIENCE

PERSONAL 2004 - 2007

Amateur Game Modder Before being a Professional Game Artist, I used to be a passionate Game Modder. Projects:

Level Designer de Compound Ambush (CSGO Bomb Difusal Map).

**Environment Modeler/Texture Artist** Mandate of Heaven (Crysis Map).

Modeling Team Co-Ordinator/Texture Artist Recall to Hell (Doom3 Total Conversion).

Modeler/Texture Artist 7th Serpent (Max Payne 2 Total Conversion). Mission Impossible: New Dawn (Max Payne 2 Total Conversion).

## **EDUCATION**

ARENA MULTIMEDIA 2002 - 2005

Advance Diploma in Multimedia Awarded 'Student of the Year' in 2003.

A.K. GHOSH MEMORIAL SCHOOL 2002

Higher Secondary Exam (W.B.C.H.S.E.)

ST. HELEN SCHOOL 1999

Secondary Exam (I.C.S.E.)

# **PROFESSIONAL SKILLS**

MAYA 2018

PHOTOSHOP CC

UNITY3D

**BITMAP2MATERIAL** 

SUBSTANCE PAINTER

3DSMAX 2008

SUBSTANCE DESIGNER

ZBRUSH

**UNREAL ENGINE 4** 

**QUIXEL SUITE** 

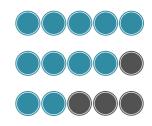
WORLD MACHINE

# LANGUAGES

BENGALI

ENGLISH

HINDI



## ENGLISH PROFICIENCY

**EF SET English Certificate** 75 / 100 (C2 Proficient)