


JALAY BHATTI

3D ENVIRONMENT ARTIST

Pune, India

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ABOUT ME

Professional experience in building games for PC. Passionate, hard working and team player. Look development and Visualization enthusiast. Adaptive to technological advancement in industry.

EXPERIENCE

3d Environment Artist @ Anibrain (January '17 - present)

Junior 3d Environment Artist @ DSK GREEN ICE GAMES (June '14 - November '16)

D.G.U (Death God University)
(PC/Xbox One) (Unreal Engine 4)

Lighting / Prop Modeling / Art Optimization

Unannounced Project
(PC) (Unreal Engine 4)

Environment / Foliage artist

Interned as 2d/3d Artist at IronJaw Studios (June '12 - September '12)

Super Rollers
(Ipad)

2d Artist

Interned as spot boy and retouching artist at Jigar Fashion Studio (March'08 - July '08)

SKILLS

ART

High/Low poly game asset modeling
Next-Gen texturing Workflow
Modular Modeling/Texturing
Video game Foliage modeling
Art Optimization
Photogrammetry

SOFTWARES

3DS Max
Substance Painter
UDK
Zbrush
nDo2
Unreal Engine 4
Substance Designer
Photoshop
Xnormal
Bitmap to Material

EDUCATION

DSK SUPINFOGAME Masters Degree in Game Design and Project Management.
2011-2013

MAYA ACADEMY OF ADVANCE CINEMATIC Advance Diploma in 3D Animation and VFX+
2008-2011

LANGUAGES English, Gujarati and Hindi.

HOBBIES Playing video games, guitar, watching movies, T.V. series and anime.