 **Ketan**

E: [ketan.369214@2freemail.com](mailto:ketan.369214@2freemail.com)

# ****PERSONAL SUMMARY****

Ketan specializes in creating immersive and cutting edge designs of the highest quality. He can take artistic assignments from start to finish without any significant training or guidance. As a true professional he has no problem working closely with other artists to solve problems on a consistently win-win basis. On a personal level he is eager to expand his knowledge in a huge range of technologies. Has a ‘raise the bar’ attitude towards everything he does and firmly believes that small artistic teams are the key to success in large projects. Being a proficient artist he is eager to undertake a versatile and rewarding role within a growing company. Right now he is keen to join a company that has positions available for permanent, long term contract and freelance based work.

# ****CAREER HISTORY****

**3D artist – January 2015 – Present**

Crystal Gallery – Dubai (UAE)

Duties:

* Acting as a catalyst for the whole art team.
* Modeling busts and abstract shapes to designers and production specifications for isometric artwork.
* Architectural assignments for production for 3d Laser Printing in Crystal Cubes.
* Interior designing projects.
* Creating artworks.
* Working on multiple projects concurrently.
* Prioritizing any assigned work.

**Character Modeler – January 2012 – January 2015**

Vanishing Point Games Studio - Mumbai (India)

Duties:

* Contributing to the creation of games interface (GUI) layout and presentation.
* Modeling environments and characters to designer and engineering specifications for isometric gameplay.
* Retopology to maintain the Poly counts for Character’s and environment mesh to maintain the FPS of gameplay.
* High detailing on the meshes to give realistic appeal using Zbrush application.
* Maintaining the appropriate edge loop flow for rigging purpose.
* Unwrapping the mesh for texture.
* Blend shapes for facial animation.
* Baking maps (Occlusion, Normal, specular, translucent, cavity) for texturing.
* Presenting idea’s for approval.
* Communicating with Management and Superiors on a regular basis regarding artistic content.
* Interacting with team members for innovation and smooth process to execute the concluded ideas.

**3D artist (Freelance) – January 2010 - December 2012**

2nz animation - Mumbai (India)

* Modeling characters for Ad films.
* Blend shapes for facial animation.

Marketwise - Mumbai (India)

* Event stage designing.
* Product designing.

Significant Softwares - Mumbai (India)

* Product designing.
* Interior design.

UV Designs - Mumbai (India)

* Flash projects.
* Interior design.

Resurgam Entertainment - Mumbai (India)

* Interior design.

**3D artist – April 2009 – January 2010**

Hurix System - Mumbai (India)

Duties:

* Modeling environments and characters to for E-learning projects.
* Unwrapping the mesh for texture.
* Character animation in 3ds max.

# ****AREAS OF EXPERTISE****

* Character and Environment Modeling and Retopology
* High detailing sculpting
* Unwrapping
* Baking maps
* Blend shapes
* Image editing, image touchup, video editing, artworks
* Graphic design

# ****SKILLS****

* Autodesk 3ds Max
* Pixologic Zbrush
* Headus UVLayout
* xNormal
* Adobe Photoshop, Premiere, Illustrator, Flash
* Corel draw

**ACADEMIC QUALIFICATIONS**

* Diploma from Arena Animation Academy – 2010 – India
* Kartika Collage – 2007- India
* Y.S.K.V School – 2004 - India

I declare the provided information is correct to the best of my knowledge.

**Place: Mumbai**  **(Ketan)**