Harshit Surya
3D Artist & Designer

Creative and skilled 3D artist with one year of experience in creating realistic models and textures for games and products. Proficient in 3D modelling and texturing with Environment Design.Ready to utilize his skills and knowledge to create engaging and visually stunning 3D designs.

📞 +91 7011936530 ✉ h_surya@hotmail.com 📍 Bangalore, Karnataka 560037 🌐 harshitsurya.net

Education

Bachelor of Design, Animation and Game Design
World university of Design, Sonepat, Haryana (June 2022, GPA 8.6)
- **Relevant coursework:** 3D modelling, Texturing, Environment Design in Unreal Engine, Lighting for 3D spaces (interior / Exerior), Basics of Unity
- **Capstone Project:** Focused on Environment art and lighting with models and textures based on Modular and Non-Modular workflow.

Experience

AMAZON DEVELOPEMENT CENTRE   **Hyderabad, Telangana**
Jr. 3D Artist   Dec 2021 - Jan 2023
- Created high quality models and textures for both hard surface and soft surface products for Amazon's AR virtual try-on project using Maya, ZBrush and Substance Painter.
- Collaborated with other artists and lead to ensure consistency and functionality of assets pertaining to different product types.
- Received positive feedback from supervisors for delivering work on time and within expected quality standards.
- Managed time and resources effectively to meet project deadlines

PERSPECTIFY   **Bangalore, Karnataka**
Visual Design Intern   June 2021 - September 2021
- Assisted senior artists in designing and developing assets for an AR/VR e-commerce service with emphasis on home interiors and products using Blender and Unreal Engine 4.
- Researched interior lighting norms and best practices that helped in the final outcome.
- Optimized assets and lighting for performance and memory efficiency using low poly modeling techniques and mix of baked and dynamic lighting.
- Lead the team of interns and provided feedback and mentorship.
- Developed efficient workflows to maximize efficiency and quality.

Projects

Atal Tinkering Labs   Ryan International School Faridabad
Working Member   2017
Collaborated with a team of two to successfully pitch a presentation to Niti Ayog, resulting in the acquisition of 25 lakhs worth of lab equipment for the school.

Board Game Design   World University of Design
Team Lead   2019
Led a team of three in the conceptualization and design of an immersive sci-fi board game for a project that was successfully showcased at Comic-Con 2019.

Skills

- Autodesk Maya
- Blender
- ZBrush
- Hard Surface
- Soft Surface
- Substance Painter
- Photoshop
- Lighting
- Unreal Engine 4
- Composition
- Environment Design
- UE4 Material visual scripting

Certifications

- **Story and Narrative Developement**
  California Institute of the Arts
  online / Coursera

- **Pixel Art for Video Games**
  Michigan State University
  online / Coursera

- **Introduction to UI/UX**
  Google
  online / Coursera