

Harish Rajan

53, Castleton Avenue

3D Game Artist

Toronto, Ontario M6N3Z7

Portfolio: <http://harishrajan.weebly.com>
<http://www.coroflot.com/harishrajan>
Linkedin: <http://lnkd.in/b5AtrFS>

Phone: +16477669621

harricool1986@gmail.com

Career Summary

- 1 year & 8 months of experience in Gaming industry
- Professional Modeling, Sculpting and texturing Knowledge
- Ability to work in team and as an individual
- Ability to work under pressure and meet deadlines
- Strong communication skills and open to critiques
- Updated to the present industry standard techniques.

Technical & Software Skills

Game Art Skills: Specialized in Low poly and high poly modeling, professional experience in Character Sculpting. UV Mapping and Texturing, Retopologizing from high poly model to low poly model

3D Software: Autodesk 3D Studio Max (Proficient), Autodesk Maya (Mid-Level), Topogun.

Digital Sculpting: Pixalogic Zbrush (Proficient), Autodesk Mud box (Mid-Level).

2D Software: Adobe Photoshop, Quixel DDO, Crazybump, Xnormals

Game Engines: Mid-level Skills in UDK 3, Unity 3D, Unreal 4, Cry Engine (Basic), Marmoset Toolbag

Games Worked

1. **Cognition: An Erica Reed Thriller Episode 1-** The Hangman developed by Phoenix online Studios (Released on 30th Oct 2012)
 2. **Cognition: An Erica Reed Thriller Episode 2-** The Wise monkey developed by Phoenix online Studios (Released on 30th Jan 2013)
 3. **Cognition: An Erica Reed Thriller Episode 3-** The Oracle developed by Phoenix online Studios (Released on 16th May 2013)
 4. **Cognition: An Erica Reed Thriller Episode 4-** The Cain Killer developed by Phoenix online Studios (Released on 19th September 2013)
 5. **Moebius: the Empire Rising** By Pinkerton Road Studios and Phoenix Online Studios (Released on 15th April 2014)
- Character Artist for all the episodes .Name credited

<http://www.postudios.com/company/games/cognition/index.php>

<http://www.postudios.com/company/games/moebius/index.php>

My task involved:

- Develop the character into high detailed model in Zbrush using client's concept art
- Create an in-game version of the model and UV map the same.
- Extract the textures and apply to the game model
- Check for mesh errors, line flow etc. and send the model to the rigger.

School project

The High Castle (Capstone Project) May 2014 – August 2014 (Lead artist & CO-Level Designer)

My task involved:

- Building game assets like props ,weapons , rocks and texturing
- Build, rig the enemy characters and model static vehicles like Zeppelin, wagons etc.
- Finalize the assets modeled by other artist
- Level Design and assets placements

Professional Experience

- **Junior Depth Artist** at Legend 3D, Toronto, Ontario(from Nov 3 2104)
- 1 years & 8 months as a **3D Game Artist** at Pixeltek Gaming Solutions, Mumbai, India (Jan 2012- August 2013)
- 6 years of experience working with 3D modeling and texturing software.

Education

- PG Game Level Design from Sheridan College, Oakville, Ontario, Canada
- Professional Diploma in Game Art from Asian Institute of Gaming and Animation , Bangalore, India
- Diploma In Media technology from SAE institute, Mumbai, India