

SHRIRAM GV

3D ARTIST | ENVIRONMENT ARTIST | GAME ARTIST

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EDUCATION

Msc Game Technology
Alagappa University
2023 - 2025

MCA
Madras University (IDE)
2021 - 2023

BCA
University of Madras
2018 - 2021

EXPERTISE

- Management Skills
- Creativity
- Attention to detail
- Time Management
- Critical Thinking
- Problem-Solving

LANGUAGE

- English
- Tamil

PROFILE

Creative and detail-oriented 3D Artist with strong skills in environment design, 3D modeling, texturing, and lighting. Experienced in tools like Blender, Substance Painter, Unreal Engine, and Unity, with a focus on visual storytelling and optimized asset creation. Adaptable, collaborative, and constantly exploring new techniques to enhance game art workflows.

SKILLS & TECH

3D SOFTWARE

- Blender – 3 years
- Substance Painter – 3 years
- ZBrush – 6 months

2D ART

- Adobe Photoshop – 3 years
- Adobe Illustrator – 2 years

GAME ENGINE

- Unreal Engine – 2 years
- Unity – 1 year

EXPERIENCE

3D Artist (Remote)

Gismo Studios — Jul 2025 – Present

- Creating 3D models for AR-based client projects using Blender and Substance Painter.
- Collaborating remotely with the design team to meet project specifications and quality standards.
- Gained hands-on experience in AR asset optimization and real-world scale modeling.
- Enhanced workflow efficiency and improved attention to detail through client-based production experience.

AREA OF INTEREST

- 3D Modeling
- Environment Designing
- Lighting & Rendering
- Texturing