



Hiren Gajjar

Game Artist (Senior)

Professional Summary

- ❖ Have an experience of 8+years in the field of Game art & designing. I am very good at Game UI, Game backgrounds, Digital painting, Game character animation, Vector art, Digital art, 2D, 3D, NFT, and idea generation of various themes and much more. I have extensive experience in using tools and technologies to build games that support cross-platform.
- ❖ Proficient in using industry-standard 3D software such as Blender, Maya, 3ds Max, ZBrush, Substance Painter, SketchUp and Photoshop
- ❖ Ability to work with various styles and techniques, such as photorealistic, stylized, and hand-painted.
- ❖ Demonstrated ability to create visually stunning 2D/3D art, as evidenced by a strong portfolio of work.
- ❖ Strong understanding of composition, lighting, and color theory.
- ❖ Experience working with cross-functional teams, such as game developers, animators, and designers.
- ❖ Passion for pushing creative boundaries and taking on new challenges.
- ❖ Excellent communication and collaboration skills, honed through years of experience working in a team environment.

Tools & Technical Skills

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|--|--|
| 3D modeling, texturing, rendering software & 2D Art software | Blender, Maya, 3ds Max, ZBrush, Substance Painter, SketchUp and Photoshop |
| | Adobe Photoshop, Adobe Illustrator, Aseprite, Clip Studios |
| VFX & 2D Animation | Adobe After Effects, Unity Animation, Spine, Game VFX techniques, Unity Animation, Unity Particles |
| Game Development | Unity, Unreal and Construct |
| Technology knowledge | Unity 3D, Unreal Engine, Visual Studio, Photon Networking, Vuforia, AR Core, MR and VR, SourceTree, Github, Gitlab, Socket.IO, Plastic SCM |
| Project Management | JIRA, Asana, Monday, Trello, Basecamp, Workstream |
| Communication Tools | Slack, Spark, Skype, WhatsApp |

Work Experience

GAMECRIO STUDIOS PVT LTD

Senior 2D & 3D Artist

May 2015 to Present

- ❖ Created high-quality 2D/3D models, environments, and characters for various projects, such as Mobile/PC/Web based games, animated films, and advertising campaigns.
- ❖ Used advanced techniques such as rigging and animation to create lifelike movements and expressions for 2D/3D characters.
- ❖ Conducted research to stay up-to-date on emerging trends and technologies in the 2D/3D industry.
- ❖ Collaborated with other artists and designers to ensure a cohesive visual style across projects.
- ❖ Created visual effects such as particles and fluid simulations to enhance the final output.

Education

Bachelor of Fine Arts - BFA

Ipcowala santram College of fine arts

March 2013

- ❖ Relevant coursework: 3D modeling and animation, 2D/3D digital art and design, programming.
- ❖ Honed technical and creative skills through coursework and independent projects.

Portfolio















GRAND
2000000

MAJOR
5000

MINOR 1000 **MINI** 100

SPIDER-MAN

| | | | | |
|----------|----------|----------|----------|-----------|
| | | K | | 10 |
| | A | | | |
| Q | | 9 | | J |
| 9 | | | A | |

TOTAL PLAYED 20

WIN: 40 ENTRIES: 143 TOTAL WIN: 53.89 usd
BONUS FEATURE WON

TOTAL BONUS WIN

2000000

3X FREE GAMES
WITH 3X OR 4X WILD
MULTIPLIER

3X WILD

| | | | | |
|----------|----------|----------|----------|-----------|
| | | K | | 10 |
| | A | | | |
| Q | | 9 | | J |
| 9 | | | A | |

TOTAL PLAYED 20

WIN: 40 ENTRIES: 143 TOTAL WIN: 53.89 usd
BONUS FEATURE WON

CHOOSE YOUR FREE GAMES

MYSTERY CHOICE

| | | | | |
|-------------------------|-------------------------------|--|-------------------------------|-------------------------------|
| 22 | 18 | MYSTERY NUMBER OF | 14 | 10 |
| FREE GAMES | FREE GAMES | FREE GAMES | FREE GAMES | FREE GAMES |
| | | | | |
| WILD | WILD | WILD | WILD | WILD |
| WITH 2X WILD MULTIPLIER | WITH 2X OR 3X WILD MULTIPLIER | WITH A MYSTERY SET OF WILD MULTIPLIERS | WITH 2X OR 4X WILD MULTIPLIER | WITH 3X OR 4X WILD MULTIPLIER |

TOTAL PLAYED 20

WIN: 40 ENTRIES: 143 TOTAL WIN: 53.89 usd
BONUS FEATURE WON

WINNER Slot



TOTAL PLAYED



184



ENTRIES

209800

209800

WIN

TOTAL WIN

209800

LINES

30







J



10



K



9



Q



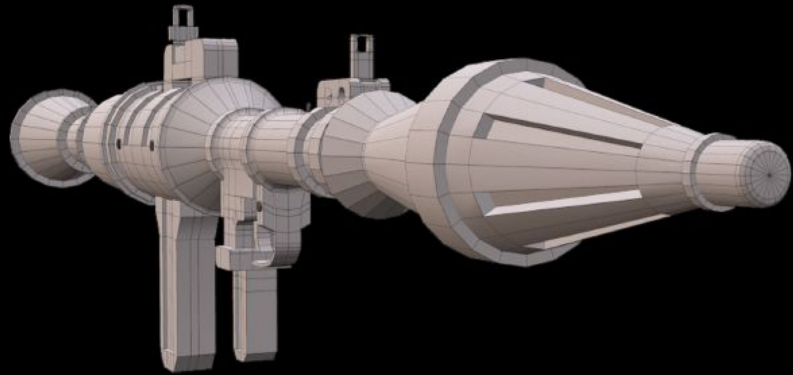
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K











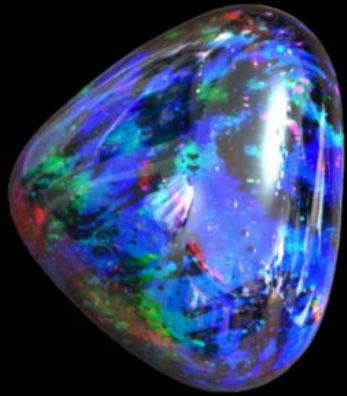














Furthermore

Full Design Portfolio:

❖ 3D Artwork:

<https://drive.google.com/drive/folders/18WIDoivTwtfequp4ZXohV0SFpFBNtwGO?usp=sharing>

❖ 2D Artwork:

<https://drive.google.com/drive/folders/1FPbZnpcOc5qE1vHyQqyN09FrtbZTJxTI?usp=sharing>

❖ Launched Games that I designed:

<https://docs.google.com/spreadsheets/d/1H1ubUt974URActOCyDkoTUGHUK3Sjb6lacZwfSZKvBc/edit#gid=0>

Thank you