

Vijaykirti Chougule

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An enthusiastic and creative CG artist having a great passion and devotion towards the CG world is seeking new assignments as a...

COMPUTER GRAPHIC ARTIST (CG artist)

RESUME

Objective:

To contribute creative skills and create artwork with a team that will create games that leaves a great positive impression for players.

Professional Skills:

Graphic Designing :

3D modeling:

Organic and inorganic models like casual cartoony characters, game assets/props, architectural & interiors, etc.

3D:

Basic texturing, lighting, and rendering (render passes).

Other:

Stopmotion animation (clay animation/cutout animation), clay modeling/sculpting, digital painting, photography and Image post processing/editing, basic video editing.

Software Skills:

- * Adobe Photoshop for graphic designing, digital painting & image post processing & image editing.
- * Adobe Illustrator for graphic designing.
- * Autodesk Maya for organic and inorganic modeling, lighting, rigging and rendering.
- Pixologic ZBrush for digital sculpting.
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Professional Experience:

- Funfil Technologies, Pune – CG Artist, 2D Mobile Game Designer
(June 2011 to Present)
(Current working on – E-Learning applications and Games)

Roles - * Creating 2D and 3D art for Games, Applications and Website.
* Game Designing, Porting game art for multiple platforms.

Worked on Projects - 2D - 3D Games, Themes and Wallpapers,
2D - 3D Live wallpapers, E-Books and applications

Game Titles – **Brick To Brick (Live on Google Play)** - Game Art and Designing
Mazed up (Live on Google Play and iTunes) - Game Art
Revenge (Live on Google Play) - Game Art and Designing.

Freelance:

- **Sarvoday Trust, Bangalore - (May 2010 – July 2010)**
Project Details - “16 Dreams” (3d Animated Short Film)
Role – Team Leader, Modeling Artist, Post processing (Passes compositing and editing)
Worked with group of 8 artists.
- **Sarvoday Trust, Bangalore - (March 2010 – April 2010)**
Project Details - “Samavsharan” (3d Animated Short Film)
Role – Team Leader, Modeling, Texturing, Dynamics, Lighting, Rendering, Post Processing
In short project done by single. It was a individual project.
- **Id Animation and Arts, Pune –** Modeling Artist (January 2010 – March 2010)
(Live Project – 3D Animated Shortfilm)
Project Details – Offer by training institute to work on live project as a Modeling Artist.
It was a group project and good experience.

Education:

- B.Sc In Animation and Gaming – Currently pursuing degree (2011 to present)
(Karnataka State Open University, Mysore)
- Diploma in 3D Animation and Games (2008 - 09)
(Id Animations and Arts, Pune)
- Diploma in 3D Animation (2006 - 07)
(Image Animation Institute, Ichalkaranji)
- H.S.C. – *Passed with 50.00%* (2004 – 05)
- S.S.C. – *Passed with 74.53%* (2002 – 03)

Personal Information:

Full Name : Vijaykirti Ashok Chougule.
Date of birth : 4th Jan 1988.
Marital status : Unmarried.
Languages known : Marathi, Hindi and English.
Nationality : Indian.

THANK YOU