



SAYANTAN BISWAS

3D ARTIST (ENVIRONMENT/PROPS/VEHICLES/WEAPONS)

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An Enthusiastic 3D Artist (Environment/Props/Vehicles/Weapons), who wish to help make some of the coolest Video Games across several platforms. I have 15+ years of experience working for the Industry.

WORK EXPERIENCE

SELF-EMPLOYED 2023 - PRESENT

Freelance Game Artist

Art Consultant

Unity Asset Store Content Creator

JETSYNTHESYS GAMING 2020 - 2023

Lead 3D Artist (Environment)

My role was to lay an efficient environment creation process among the Environment Artists, that encourages a fast asset execution for the ever-demanding Mobile Game making timelines. I was also responsible for supervision of Environment tasks, in terms of quality, and feasibility.

Projects:

WWE Racing Showdown

Sachin Saga Pro Cricket

SELF-EMPLOYED 2016 - 2020

Freelance Game Artist

Art Consultant

Unity Asset Store Content Creator

* Creating high quality 3D content for Unity Asset Store making them reachable and affordable for Indie Studios using Unity.

* As a Senior in the Industry, gave consultation service to Indie Studios for a fail-safe one-shot execution to reduce on development time.

* Created 3D Game Environment and Prop assets for Clients.

Notable Projects:

Build my City (Own Game)

Mukkabaaz

1971: Indian Naval Front

Mahabharata: Dawn of Kaliyuga

JUMPSTART GAMES 2009 - 2015

Senior Game Artist

Being the first Artist to be hired in the Bengaluru team, I was additionally responsible to assist in the process-pipeline of the local Art team-to-be.

PC Projects:

School of Dragons Virtual World

Jumpstart Virtual World

Eat my Dust Virtual World

Mathblaster Virtual World

Super Secret Virtual World.

NintendoWii Project:

JumpStart Crazy Karts

Mobile Projects:

Penguins of Madagascar:

Dibble Dash

School of Dragons

NFL RUSH Heroes & Rivals

JumpStart® Blast-Off: (Math & Reading)

JumpStart® Preschool Magic of Learning

Madagascar Preschool Surf n' Slide

Madagascar Math Ops

Math Blaster HyperBlast 2 HD

Monster Mutt Rescue

JumpStart Punk Punk Blitz

Math Blaster HyperBlast

Math Blaster B-Force Blaster

Beaver's Revenge™

Ice Cube Caveman™

Elimin8™

PHANTASM GAMES STUDIO 2008

Freelance Technical Consultant

Project: 'A Simple Life'.

TINMAN GAMES STUDIO 2008

Freelance Technical Consultant/Level Artist/Trainer
Project: 'Yuga'.

SEI GAMES (SHEMAROO) 2007 - 2008

Level Creator And Artist

Being the first Artist to be hired in the team, I was additionally responsible to lay the pipeline of the Art team-to-be.

Project: 'Ghatothkach: The Quest for Kanchan Moti'.

MODDING EXPERIENCE

PERSONAL 2004 - 2007

Amateur Game Modder

Before being a Professional Game Artist, I used to be a passionate Game Modder.
Projects:

Level Designer

de_Compound_Ambush (CSGO Bomb Difusal Map).

Environment Modeler/Texture Artist

Mandate of Heaven (Crysis Map).

Modeling Team Co-Ordinator/Texture Artist

Recall to Hell (Doom3 Total Conversion).

Modeler/Texture Artist

7th Serpent (Max Payne 2 Total Conversion).
Mission Impossible: New Dawn (Max Payne 2 Total Conversion).

EDUCATION

ARENA MULTIMEDIA 2002 - 2005

Advance Diploma in Multimedia
Awarded 'Student of the Year' in 2003.

A.K. GHOSH MEMORIAL SCHOOL 2002

Higher Secondary Exam (W.B.C.H.S.E.)

ST. HELEN SCHOOL 1999

Secondary Exam (I.C.S.E.)

PROFESSIONAL SKILLS

MAYA 2018



PHOTOSHOP CC



UNITY3D



BITMAP2MATERIAL



SUBSTANCE PAINTER



3DSMAX 2008



SUBSTANCE DESIGNER



ZBRUSH



UNREAL ENGINE 4



QUIXEL SUITE



WORLD MACHINE



LANGUAGES

BENGALI



ENGLISH



HINDI



ENGLISH PROFICIENCY

EF SET English Certificate
75 / 100 (C2 Proficient)