

Aatman Dhangar

3D Generalist/Game Designer

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Summary

Experienced 3D Generalist with a background in game design and development projects. Adept at creating high-quality 3D assets, textures, and animations while staying updated on industry trends. Passionate about enhancing design workflows and delivering visually compelling results.

Education

Rochester Institute of Technology

MS in Game Design and Development. 3.91/4.00

Rochester, New York

Aug 2022 - Aug 2024

Rashtriya Raksha University

B.Tech in Computer Sci. and Eng. with specialization in Cyber Security. 8.06/10.00

Ahmedabad, India

July 2017 – May 2021

Experience

HiEd Success, United States: 2D/3D Designer

Oct 2024 – Present

- Created detailed 3D models of characters, environments, and props for the Ed Success AI project, ensuring high-quality visual elements. Applying realistic textures and materials to models through UV mapping and painting techniques, enhancing visual fidelity.
- Preparing and optimizing final images and animations by configuring rendering settings for optimal quality and performance. Staying current with industry trends, tools, and techniques to continually improve design workflows and project outcomes.

Academic Projects

Channel Getaway

Sep 2023 – May 2024

3D Artist, Aesthetics, Asset Producer, 3D Animator, Character Sculptor

(Team Project)

- Modeled 30+ assets using Blender and Substance Painter, integrating contrasting themes for immersive gameplay. Produced assets that reduced rendering average time, improving overall game performance. Used Blender and Substance Painter to optimize the visual and performance quality of assets.

Project Arachnid

Sep 2023 – Dec 2023

3D Artist, 3D Animator, Aesthetics, Asset Producer

(Team Project)

- Designed and animated the game's protagonist, along with NPC spaceships and environmental elements such as planets and asteroids. Collaborated with the team to ensure smooth integration of 3D assets and animations into gameplay mechanics using Unreal Engine.

Achievement & Recognition

- ★ Designed and Modeled a 3D character inspired by Venom, featuring a half-human, half-symbiote face, recognized for NASAD accreditation by faculty at Rochester Institute of Technology.

Certifications

Coursera (Michigan State University)

2019 - 2020

- Introduction to Game Development & Design
- Principles of Game Design
- Business in games and Entrepreneurship
- Game Development on Modern Platforms

Udemy: 3D Characters for Games

Jan 2020

Skills & Tools: 3D Modeling & Animation (Blender, ZBrush, Maya), Texturing (Substance Painter), 2D & Concept Art (Procreate), Environment Art, Level Design, World Building (Unity, Unreal Engine 4/5), Github, Trello, Jira

Soft Skills: Creativity, Attention to Detail, Flexibility, Prioritization, Active Listening & Feedback Incorporation

Language: English: Fluent, Gujarati: Fluent, Hindi: Fluent

Hobbies: Open World Games, Football, Marvel