ALKA DANIEL
3D AND 2D CONCEPT ARTIST

CONTACT

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📍 Savannah, GA

🌐 https://alka98.wixsite.com/mysite

SKILLS

- Character, creature and environment designing
- 3D Set dressing
- blueprinting in Unreal
- Cinematic creation
- storyboarding
- 3D rigging and Animation
- Slot game art
- Isometric art
- Illustration
- 3D Character and asset Modelling
- 3D texturing
- Video editing
- Stop-motion animation

SOFTWARE SKILLS

- Photoshop
- Unreal Engine
- Zbrush
- Processing
- 3ds Max
- Paint Tool Sai
- Substance Painter
- Unity
- PremierePro
- AdobeAnimate
- Marvellous Designer
- AfterEffects
- Marmoset toolbag

INTERESTS

COMPANIES WORKED FOR

ACTIVISION Zynga MPL SPORTS

ARISTOCRAT Socialpoint IGT

PROFESSIONAL PROFILE

I am a versatile artist with four years of experience in the gaming industry as a concept artist. My work spans character design, storyboarding, rendering, and environment creation in Unreal Engine. I am currently pursuing a Master's degree in Interactive Design and Game Development at SCAD, where I continue to refine the balance between technical skill and artistic vision. I am known for being adaptable, curious, and a strong team player, always eager to learn and take on creative challenges. My goal is to craft immersive worlds and memorable experiences that draw players into the stories I create.

EDUCATION

Savannah College of Art and Design, Savannah, GA | 2024 -2025
M.A. In Interactive Design and Game Development

SAE Institute, Dubai | 2016-2019
Bachelors in 3D Animation

- ◆ Best Creative Student Project - 2017
- ◆ Best Creative Studio Project -2017

International Indian School, Dammam | 2005-2016
Highschool

EXPERIENCE

ZVKY Design Studio | Aug 2020 - July 2023
Game Concept Artist

- ◆ Collaborated with over 20 companies on AAA and indie projects, including **Call of Duty: Black Ops Cold War and several other titles (under NDA).**
- ◆ Designed a range of characters, environments, and assets across various art styles, focusing on cutout animations and storyboarding.
- ◆ Known for a versatile art style, with a primary strength in stylized characters and creatures, tailored to meet project-specific needs.
- ◆ Received award for being a Standout Performer (2D Artist) (2023).

Tentworks Interactive | Feb 2020 - July 2020
Concept Artist

- ◆ Designed 3D assets, props, and illustrations for a 1950s-themed game, enhancing its narrative.
- ◆ Created an animated video using After Effects to support the visual experience.

TunerStop | Sep 2018 – Nov 2018
3D Artist

- ◆ Designed high-fidelity 3D models of vehicle components such as rims, bumpers, and spoilers.
- ◆ Optimized assets for use in simulations and advertising.