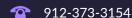
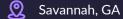
# ALKA DANIEL

3 D AND CONCEP 2 D R T IΑ

## CONTACT









## **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**













ARISTO CRAT











# 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.