



Pratik Dhorda

Senior Game Artist

EXECUTIVE SUMMARY

Senior 3D Environment Artist with 4+ years of experience building immersive, optimized real-time environments. Skilled in modular environment design, PBR texturing, lighting, and performance optimization in Unreal Engine and Unity.

TECHNICAL SKILLS

3D Tools: Blender, 3ds Max, Maya, ZBrush, Marvelous Designer

Texturing: Substance Painter, Photoshop

Engines: Unreal Engine 5.x, Unity, Cocos Studio

Other Tools: Reality Capture, Xsens Animate

Techniques: PBR Texturing, Low/High Poly Modeling, Normal Baking, Motion Capture, Photogrammetry, Physics Simulation

File Formats: FBX, OBJ, TGA, PNG, PSD.

CONTACT DETAILS

Mobile: +1 425-520-5586

Email: pratikdhorda97@gmail.com

Portfolio: www.pratikdhorda.com

WORK EXPERIENCE

Senior Game Artist

Tyrannix Pvt. Ltd. - July 2024 to Present

- Created 10+ environments and 100+ game-ready assets optimized for Unreal & Unity pipelines.
- Designed modular kits for scalable world building.
- Collaborated with designers and developers to ensure seamless integration of 20+ browser games and gameplay fidelity.
- Developed assets from limited concept art and design briefs, quickly prototyping in Blender.
- Mentored junior artists and conducted asset reviews.

Game Generalist

Tyrannix Pvt. Ltd. - Feb 2022 to July 2024

- Created stylized and realistic environment assets for Unreal and Unity.
- Built high-quality PBR materials and supported environment storytelling.
- Developed shaders and procedural tools for asset variation.
- Ensured assets met technical requirements (poly count, overdraw, physics colliders) while maintaining visual fidelity and real-time performance

ACADEMIC HISTORY

Toronto Film School

Post Graduate Diploma, Video Game Animation & Design 2021

- Successfully created a prototype video game for capstone project
- Core modules: Game production and pipeline, Game modelling, Game platforms, Game Design, Game Animation, Game business, Texturing, Character modelling, Motion capture, Lighting and rendering

St. Francis College of Information & Technology

Bachelor of Engineering in Information Technology 2019

- Core modules: Computer graphics and virtual reality, Web programming, Information theory and coding, Operating system, Advanced database management systems, Computer simulation and modelling, Software testing and quality assurance.