

Pratik Dhorda

+91 8169282760 | pratikdhorda14@gmail.com

Portfolio: artstation.com/ppd97

Versatile and experienced 3D Artist with a strong foundation in the entire 3D game production pipeline, including modeling, texturing, rigging, and animation. Proficient in industry-standard tools like Blender, Substance Painter. Adept at cross-functional collaboration, developing efficient workflows, and mentoring junior artists. Proven ability to deliver polished game assets under tight deadlines.

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.

Professional Experience

Tyrannix Pvt. Ltd. — Senior Game Artist

Feb 2022 – Present

- Created 10+ environments and 100+ game-ready assets optimized for Unreal & Unity pipelines.
- Lit indoor/outdoor environments using in-engine lighting and volumetric tools.
- Built stylized PBR materials, trim sheets, and modular kits for 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.
- Ensured assets met technical requirements (poly count, overdraw, physics colliders) while maintaining visual fidelity and real-time performance.

Salvation Games — 3D Artist Intern

Jul 2021 – Aug 2021

- Modeled and textured low-poly assets for mobile titles.
- Assisted with character rigging and animation.
- Gained hands-on experience working within a professional production pipeline.

Education

Toronto Film School

Oct 2020 – July 2022

Post Graduate Diploma in Video Game Animation & Design

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

June 2015 – May 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.
