

Dhaval Vyas
3D Environment Artist

Website : <http://www.wix.com/dhavalcg/portfolio>

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Contact No:- 9925030925

Objective :

To gain position in Game or VFX industry that allows me to utilize my skills and also expand my knowledge regarding learning new skills.

Software Knowledge:

- | | | |
|-----------------|-------------|---------------|
| - Softimage | - Mudbox | - Premier Pro |
| - 3ds Max | - Nuke | - Coral Draw |
| - Maya (basics) | - Photoshop | - Illustrator |

Skills:

- Hard Surface Poly Modeling and sculpting.
- Developing shaders for Look Development
- Photo real texturing from photo projections, procedural and hand painting.
- Proficiency in render engines V-ray and Mental ray.
- UV mapping.
- Basic Knowledge of C, C++.

Realated Experience:

Freelanced as a Graphic Designer for a local Hardware and Software Development Academy in India.

Education:

Think Tank Training Centre - North Vancouver, BC, Canada
2010 - 2012 | 3D Modeling, Visual Effects and Game Design

GLS College for Computer Application - Ahmedabad, Gujarat, India
2007 - 2010 | Bachelor in Computer Application and Programming

ARENA Institute - Ahmedabad, Gujarat, India
2008 - 2010 | Certified Course for 3D Animation and Graphic Designing

References:

Patrick English (Mentor)

1stopdown@gmail.com

Senior World Artist at United
Front Games

Scott Thompson (Owner)

scott@tttc.ca

Think Tank Training Centre
(778) 999 7201

Joseph Bullock (Co-Owner)

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Think Tank Training Centre
(604) 897 1611