

Sanket Agarwal

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Summary

Experienced Game Designer and Art Director with a demonstrated history of working in the Game development and marketing and advertising industry. Skilled in Photography, 3D Animation, 3D Game Design and Development, Audio Editing, Video Editing and Graphic Art. Strong arts and design background with a Bachelor's Degree focused in Animation, Interactive Technology, Video Graphics, Special Effects & Multimedia from St. Xaviers College, India.

Career History

Game Designer at Ogre Head Studio

Dec 2017 - Oct 2019 (1 year and 10 months)

Worked as a game designer and oversaw the working of the team to keep the project on track, also did QA testing for the games developed in house and maintained a record of bugs found and how to recreate and fix them in order of priority.

Art Director at Silk Route Media

Jun 2017 - Dec 2017 (6 months)

Worked as the art director in an Ad Agency, overseeing all the work performed by the art department and planning the delivery output as well as allocating tasks, and giving creative briefs to the team.

Skills

Microsoft Office, Adobe Creative Suite, 3D Art, Game Design, QA Testing, Communication Skills, Basic Programming

Education

Master of Information Technology from Monash University

Graduating Mar 2023

B.Sc in Multimeida and Animation (Honours) from University of Calcutta

Graduated 2017