

NAMIT LAVEKAR

LEAD ARTIST/SENIOR 3D GENERALIST



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PROFILE

I am a seasoned and creative 3D Generalist with a strong passion for designing both stylized and realistic 3D characters, as well as crafting visually captivating and immersive 3D environments. Known for my collaborative and adaptable nature, I thrive in dynamic work settings, and excel in quick-paced environments delivering quality projects in a timely manner.

My solid understanding of rendering techniques, coupled with a keen enthusiasm for tools and pipeline development, positions me as a valuable asset to any team of Video Game Developers.

EXPERIENCE

Senior Artist - 03/2022 - Present
Blackbird Interactive Inc, Canada

Major contribution as a **Character Artist** on a New IP Game-Demo team. Created some quick workflows for character proportions and art-style testing in **Unreal engine**. Working with Art-Directors, Game-Designers and Game-Programmers to R&D and streamline our development process using Unreal engine. Currently contributing to the Environment and Hard-surface art-team, to create Greybox Art assets for an Unreleased Console title.

SOFTWARES

- Autodesk Maya
- Adobe Photoshop
- Substance Painter
- Pixologic ZBrush
- Unreal Engine
- Unity Engine
- Python Scripting
- Java OOP

SKILLS

- Character Design
- 3D Modeling & Animation
- Illustration & V-tar development
- Art Management
- Art Asset outsourcing
- Art Design Documentation

Team Lead | Senior Artist - 09/2016 - 02/2022

IUGO Mobile Entertainment, Canada

Major contribution in developing Character-Art for titles such as '**Shadow of War**' on iOS and Android platform. Managed Art-Team, Art-Scheduling, 3D Character & Environment Development, along with Props & Textures; from VTAR to final in-game assets.

Created 3D Environment Art and 3D Weapons/Props for an Action-RPG game called 'Mafia Kingpin' on iOS and Android. Collaborated with the Art-Director, Designers, Product Management & Engineering team to achieve set results for the Product from an idea, through actual development and then to the Live-Ops and Marketing.

R&D and Contributing ideas to the Engine-Development team to streamline our development process.

Senior Artist - 12/2014 - 08/2016

Roadhouse Interactive, Canada

Developed Character-Art, Environment-Art and some UI-Art for major game-titles such as '**Iron Maiden – Legacy of the Beast**', '**Red-Bull Air Race**' & '**Red-Bull Bike Unchained**' on **iOS** and **Android** platform. Art integration in Unity Game Engine. Created Art-Packages/Art-style guide for Outsourcing-Vendors.

Lead Artist - 01/2013 - 12/2014

Koolhaus Games, Canada

Developed some major game-titles 'Sports Jeopardy' & 'OOMF!' on iOS and Android platform.

Majority of my role consisted of creating 3D Characters, Environments, Props & Textures as well as developing UI styles using Photoshop and integrating it in Unity.

Mentored junior artists and contributed to R&D and tool development.

Environment Artist - 07/2011 - 02/2012

EA Sports, Canada

Developed 3D environment art props, models and textures. Major contribution in creating an exciting snowboarding game play for '**SSX (Xbox-360 & PS3)**' through terrain design. Frequent interaction with Game Directors and Designers to make the gameplay more interesting and immersive.

References available on request.



EDUCATION

PGD - 3D Modelling & Animation for Gaming', with 'Honours'

08/2006 - 07/2007

Humber College, Toronto, Canada

Bachelor of Commerce

2003 - 2005

University of Mumbai, India

Intro to Programming with Python

01/2021 - 03/2021

BCIT, Canada

Programming Fundamentals 2 - Java

04/2021 - 06/2021

BCIT, Canada