

SMIT PARMAR

Environment Artist

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smit3d.weebly.com

Toronto, Canada Area



EXPERIENCE

Remote 3D Artist

Various Clients

Mar 2014 - Nov 2015 Remote

- With Drzewiecki Design i have contributed into some of the dense and best scenery generation for Flight simulators.

3D Artist

Panther Studios

Dec 2014 - Aug 2015 Ahmadabad, India

- One of the best studio and team i've worked with on various VR and AR Projects. My duties were to model, texture and create scene in Unity.

3D Artist

Indianic (Gameanax)

June 2013 - July 2014 Ahmadabad, India

- Joined as 3D Artist for Mobile games, Ended up with working on a Racing game project for Ouya.i worked on different factors of development besides just modeling and texturing.

3D Artist

Wings Intellect

Feb 2012 - Oct 2012 Mumbai, India

- As 3D Artist my primary duty was to work on Texturing. In coordination with modelers and programmers for final outcome.

3D Artist - Intern

Krazy Motion Studios

Date period Ahmadabad, India

- Worked as an Intern to learn how to work in team and coordinate with seniors and keep the production workflow in time.

ACHIEVEMENTS

Nominated for Game Artist-CG Tantra-2011

2nd Runner up in Art War Competition-CG Tantra2010

EDUCATION

Art and Design Foundation

George Brown College

Jan 2016 - ongoing

Diploma Game Art

Krazy Pixel School of Games

2008 - 2011

Diploma Multimedia

C-DAC Academy

2007 - 2008

SKILLS

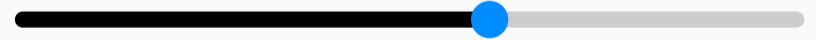
3DS Max



Photoshop



Unreal Engine & Unity



LANGUAGES

English

Advanced



PROJECTS

Visit my Portfolio for Projects & work samples.