



Jasmeet Dhatt
Character | Prop Artist

I am a 3D character and prop artist based in the UK, who passionately enjoys creating organic and hard surface art for use in games. I am regularly motivated to learn new methods and techniques to make myself a better artist, and aspire to learn new tools and skills. With my previous experience I have gained excellent communication skills both direct and indirect, and have proven to work extremely well within a team environment and independently.

Skills

- Organic/hard surface modelling and sculpting
- Studies in anatomy and topology
- Texturing and material creation
- High poly -Low poly workflow and retopology
- Traditional art
- Digital concept art and illustration

Software

Pixologic Zbrush: Sculpting organic/hard surface environment assets and characters, polypaint
Adobe Photoshop: Concept art and illustration, and texture creation
Autodesk Maya Modelling
Autodesk 3DS Max Design - Lighting and rendering
UDK - Pipeline and asset implementation
CryEngine 3 - Pipeline and asset implementation
Other programs include: XNormal, TopoGun, Mudbox, Marmoset Toolbag, Knald, Adobe Premier Pro

Experience & Projects

Airship Images LTD - Freelance Character Artist
 December 2014 - March 2015
 While at Airship I was given the opportunity to work on some unreleased titles, helping the character art team by sculpting and texturing.

The Maestros - Freelance Character / Asset Artist
 April 2014 - April 2015
 In a Univeristy team from California, I was given the task to create and texture a stylised character for their game The Maestros, as well as develop various assets for the level maps.

Whispers Of Rei - Character Artist, Asset/Prop Artist, Concept Artist
 September 2013 - June 2014
 In a team of 4, my main responsibilities included character creation, concept designing and creating assets for the game.

Caelus: The Descent - Character Artist, Concept Artist
 In a team of 4, my main responsibilities included character creation and concept designing.

General Interests

When not working in 3D, I love to spend my time by illustrating in my sketchbook and building my 2D skills by studying traditionally and digitally. On the side I also dedicate my time to take on art commissions and photography for special events.

Education

University of Hertfordshire - 3D Games Art
 Obtained First Class Honours
 September 2011 - June 2014