

Vishwas Gupta +1 404-649-1247 / Atlanta, United States / vishwas.g01@gmail.com / Character Artist /
ex- Electronic Arts, 2K Games, Glu Mobile, Xentrix Studios.. **Authorized to work for any US employer**

Website: www.vishwasgupta.com **Artstation** <https://www.artstation.com/vishwasgupta>

Character Artist with 10+ years of experience in Consoles, Xbox Games, AAA, Mobile Games, Visual Effects, Animation Production. Looking to use my creative, technical knowledge, skills and experience as a senior character artist and contribute positively towards your esteemed organization by displaying my creativity and work ethics.

Key Skills

Character Modeling, Digital Sculpting, PBR Texturing, Low poly Modelling, Facial Blendshapes, Mesh Optimization, UV Unwrapping, Baking Maps, Facial Blend Shapes, Hard Surface Modelling, Traditional Art, Concept Character Designing, Rigging.

Maya, Z- Brush, Substance Painter, Photoshop, Unity 3D, Unreal Engine, Frostbite Game Engine, Marvelous Designer, Marmoset ToolBag, KeyShot, XNormal, Mudbox, X Gen, Knald, Arnold, Familiarity with 3DS Max, Mari, 3D Coat, Agisoft, Asset tracking and issue tracking tools Perforce and JIRA, ShotGrid.

Relevant Experience

Character Artist II at Electronic Arts Orlando, AAA, Game Characters, (December 2022 - Present)

- Working on High Profile NFL Players Heads, Traditional sculpt Head likeness, Likness from Scan Head, Outsourcing Reviews for the Players, Strand Hairs, Xgen, Ornatrrix, Card hairs for MADDEN NFL 24, NFL 25
- Frostbite Player and other assets Integrations, Fixing mesh clippings etc, Bugs

Senior Character Artist at 2K Games (Visual Concepts), AAA, Game Characters, (June 2021 - December 2022)

- Worked on Players for NBA2K22 and worked on many distant objects for live ops like Kraken, Santa etc.
- Worked on Players for NBA2K23 and worked on many distant objects for live ops

Senior Character Artist, 3D Generalist at Freelance - Game Characters, 3D Prints, VR (February 2021 - May2021)

- Worked on Character Modeling Projects for Games, High Quality 3D print projects.
- Worked as 3D Generalist PBR Texturing for Game characters and weapons

Senior Character Artist at Electronic Arts (Glu) INDIA – WWE, Deer Hunter World, (July2017- January2021)

- Worked as Senior Character artist for WWE Universe Project, Character Modeling start to finish, Digital Sculpting in ZBrush, Retopology, UV, Baking, PBR Texturing, Rigging, Integration of Final Files in Unity 3D, Completed around 30 WWE Players
- Worked as Senior Character Artist for Deer Hunter World, worked on animals, many guns and developed concept guns as well from start to finish digital sculpting, Developing Concept for guns in Zbrush, Modeling, Texturing, Baking maps, ReTopology, Rigging, Unity 3D Integrations. Also Worked on Environments in Unity 3D, Lighting, Baking Light Maps in Unity 3D
- Worked as Senior Artist for MLB Tap Sports Baseball Game, worked on Characters and Stadiums, Modeling, Texturing, Topology, Baking Maps, Mesh Optimization for Mobile game, Lighting the Stadium, Baking Light Maps in Unity 3D, Unity Integrations.

Senior Character Artist at Freelance- Game Characters, 3D Prints, Scan Cleanups (July2016 - June2017)

- Worked as Senior Character Artist for Games, High Quality Toys and Collectibles, Scan Cleanups.
- Updated Myself during this time with new tools and techniques of Substance Painter, PBR texturing Workflow, Zbrush Hardsurface Modelling Techniques, Unreal Engine 4 and worked on My personal portfolio.

Character Artist at Magic Spangle Studios- Game Characters, 3D Prints, (July2014 – January2016)

- Worked as Character Artist for Mobile Games, AR/VR Projects, High Quality3d printing Projects, Collectibles, Toys, Miniatures

Character Artist at Xentrix Studios- Electronic Art Projects, AAA, Warner Bros Projects (May2012 - November2013)

- Worked as Character artist for NHL14, FIFA14, NBA14 of Electronic Arts AAA Projects, Consoles, XBOX, PC Platform, Players Head Modeling, Digital Sculpting, Sports Accessories Modeling, Texturing, In ZBrush Photoshop, Retopology, UV, Baking, Integration of Final Files in EA Game Engine,
- Worked as Character artist for Beware The Batman (Warner Bros.) Animation Production TV Series, Characters Modelling, Facial BlendShapes,

Formal Education

Professional Certification, Digital Animation Program from Centennial College Toronto, Canada
Bachelor of Arts from Jai Prakash University, India