

Rishi Dhar

2944 Ashdown Forest Dr. | Herndon, VA, 20171 | 703-403-2006 | rishidhar0@gmail.com
Rishidhardesign.com

Career Objective

As a game artist, to create unique fantasy game art that appeals to a massive audience, through the use of animated low poly 3d models and 2d art.

Qualification Summary

- Content designer and creator for a long and well established company, creating well designed and formatted educational materials for youth students to use for their studies.
- Leadership skills demonstrated in various projects over many years, able to coordinate different people to work in unison on a single project.
- Able to easily create relationships with a diverse group of people.
- A problem solver who looks for creative solutions.
- Friendly and easily going person who is flexible and adaptable to all situations.

Projects

- **Cyborg Samurai:** 2D action, adventure, platformer. Created in Construct2 for school project. Programmer, writer, artist, and level designer.
- **Robo:** 3D stealth, third person shooter. Created in Unreal Engine 4 for school project. Writer and level designer.
- **Pumpkin Case:** 3D mystery, detective game. Created in Unity for school project. Writer and mechanic designer.

Relevant Classes

Painting, Animation, Figure Drawing, Drawing, Studio Art, Game Design, Advanced Game Design

Skills

2D: Photoshop 3D: 3ds Max Programming: C# Game Engine: Unity, Construct2