

## **Rishi Dhar**

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**Rishidhardesign.com**

### **Career Objective**

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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**

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- 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**

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- **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**

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

### **Skills**

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2D: Photoshop

3D: 3ds Max

Programming: C#

Game Engine: Unity, Construct2