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AMEY SALVI
Artist

Resume Objective……………………………………………………………………………………

Energetic and self-driven 3D Artist professional, with a foundation in prop modeling (lowPoly/ highPoly), texturing and problem solving. In terms of problem solving, I am particularly passionate in finding efficient ways to squeeze out higher quality assets through less memory usage. Seeking to earn the opportunity to utilize my skills at your company.

Education…………………………………………………………………………………………………

Master of Science in Game Design and Development   **December 2018**
Rochester Institute of Technology (GPA: 3.75/4.0)   Rochester, NY

Bachelor of Engineering in Computer Engineering   **June 2016**
University of Mumbai (GPA: 7.5/10.0)   Mumbai, India

Skills……

Graphics Applications: Autodesk Maya, Adobe Photoshop, Substance Painter, Marmoset Toolbag**,** 3DS Max**,** ZBrush, Mudbox, Substance Designer, VRay, Houdini, After Effects, Blender

Languages & API: C++, Python, C#, DirectX11, HTML, CSS, JavaScript, SQL

Software and Concepts: Unity3D, Unreal, Visual Studio, OOP, SDLC, Agile Methodology, Django

Work Experience……………………………………………………………………………………………

Stormbear Games (May 2019 - Current)
3D Artist

Purgatory Vale
- High/ Low poly modeling and texturing of characters and props
- Stylized PBR Texture development, optimization and implementation of characters and props
- Shader/ material development for characters, environment assets and props.

Academic Projects……………………………………………………………………………………………

Elemental Rift (August 2017 - December 2018)
Art Director/ Lead Artist
3D First-person Puzzle/ Combat Adventure Game using **Unity3D**
- Low poly modeling and texturing of all 3D assets
- Character animation and rig for all character models
- Facilitated art direction by contributing to reference gathering, style guide creation and performance guidelines
- Link: https://github.com/parthc211/elemental-rift/tree/SpellMods

Studs (January 2017 - May 2017)
Developer, Texture Artist
Game specific Graphics Engine built using **DX11** graphics API in **C++**
- Implemented post-processing effects and UI elements
- Textures for the assets using Substance Designer
- Link: https://github.com/TheEvilBanana/GraphicsProject

Personal Projects……………………………………………………………………………………………

FIFA 20 Concept UI (Adobe Photoshop)
- Different UI design including color scheme for FIFA 20 Console/ PC
- Link: http://www.ameysalvi.com/FIFA.html

Dodge Charger 68 (Autodesk Maya, Substance Painter, Marmoset Toolbag 3)
- Focus on improving hard surface modeling for vehicles
- Link: http://www.ameysalvi.com/Dodge.html

Publications………………………... ……………………………………………………………………

Salvi, A., Khanvilkar, O., Balkhande, B. Automatic Time-Table Generation System using Genetic Algorithm. IJARCCE. DOI: 10.17148/IJARCCE.2016.53195