

Sudarsan Varma
<http://www.sgvartist.com>

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EDUCATION

- Feb 2009 **Diploma in Game Art & Design**
Vancouver Institute of Media Arts (VANARTS), Vancouver Canada
- Jul 2002 **Diploma in Broadcast Multimedia**
Digiscape Gallery, India
- March 1991 **Bachelor of Commerce**
University of Kerala, India
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EXPERIENCE

- March 2011 - **Gameloft – Toronto Canada**
Present Concept art, modeling, texturing and lighting low-poly game environment assets for iphone, ipad and PS3
- Aug 2009 - **Ganz – Toronto Canada**
March 2011 **3d Artist**
Concept art, modeling, texturing and lighting low-poly game environment assets for an MMORPG
- March. 2009 - **Vancouver Institute of Media Arts (VANARTS), Vancouver Canada**
Aug 2009 **Teaching Associate**
 - Assist students in 3d art, texturing, lighting, animation, rendering and compositing for preparation of demo reel.
- April 2004 - **Emantras Interactive Technologies Pvt Ltd., India**
Dec 2007 **3d Artist**
 - 3d Medical animation – Modeling, texturing and lighting
 - 3d product design – Modeling, texturing and animating various mechanical products
 - 3d models for flash-based games – Modeling, texturing and lighting for flash-based games.
- Feb 2002 - **Cadgraf Digital Pvt. Ltd, India**
Apr 2004 **Graphic Designer**
 - Creating logos and Art works using 3D Studio Max.
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SOFTWARE SKILLS

- **3d Studio Max** - Low poly / High poly Modeling, Uving & Lighting Props, vehicles & Environments
- **Maya** – Low poly / High poly Modeling, Uving & Lighting Props, vehicles & Environments
- **Photoshop** – Texturing for 3d models and environments & digital concept art
- **zBrush** – Sculpting environment models to generate normal maps to be used in 3d levels.

- **Unreal 3 editor** – Building entire map from imported static meshes and custom-made textures.
- **After-Effects** – Compositing and special effects.
- **Premiere** – Editing movie clips and mixing audio to create the final video presentation.
- **Flash** – Creating flash based websites and presentations.

RELEVANT COURSES AT VANARTS

- Art Foundation
 - Preproduction
 - World Modeling
 - Low Poly Modeling
 - Life Drawing
 - Sculpture
 - Texturing
 - Concept Art
 - Demo Reel Production
 - Rendering
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REFERENCES

Robin Kort

Works at Electronic Arts Vancouver as Art Director

E mail: robinkort@gmail.com

Nick Tay

Works at Electronic Arts Vancouver as Art Director

E mail: tay_nick@hotmail.com
