



SANAL CHANDRAN CA

GAME ARTIST

DETAIL ORIENTED TEAM PLAYER ORGANIZED, FLEXIBLE AND ABLE TO MEET DEADLINES IN FAST PACED ENVIRONMENT. LOOKING TO OBTAIN A FULLTIME EMPLOYMENT AS MODELING/TEXTURING ARTIST IN A POSITION TO SHOW MY EXPERIENCE.



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WWW.ARTSTATION.COM/SANAL



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SKILLS

AUTODESK MAYA



AUTODESK 3DS MAX



FOUNDRY MARI



SUBSTANCE PAINTER



PIXOLOGIC ZBRUSH



ADOBE PHOTOSHOP



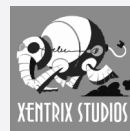
ADOBE ILLUSTRATOR



UNITY 3D



WORK HISTORY



DUMADU GAMES

LEAD 3D ARTIST

(2012 - 2016)

INTEGER GAMES

LEAD 3D ARTIST

(2016 - 2017)

SCIENTIFIC GAMES

TECHNICAL ARTIST

(2017 - 2018)

XENTRIX STUDIOS

TEXTURING ARTIST

(2018 - 2020)

YELLOWDISC STUDIOS

LEAD CHARACTER ARTIST

(2020 - PRESENT)

NOTABLE PROJECTS

- LYFE SOCIAL APP
- BEAR GRYLLS: YOUNG ADVENTURER
- TRANSFORMERS: CYBERTRON
- DREAMRUNNER GAME

EDUCATION

- MASTER DIPLOMA IN MULTIMEDIA ANIMATION
(CADD CENTER, ERNAKULAM, KERALA)
- B.SC IN DIGITAL MEDIA (ANIMATION)
(ICAT MEDIA & DESIGN COLLEGE, BANGALORE)

ACHIEVEMENTS

- WINNER IN GLOBAL GAME JAM 2013
- STAR PERFORMER (SCIENTIFIC GAMES)
- VAN GOGH AWARD (INTEGER GAMES)
- ROOKIE OF THE YEAR (DUMADU GAMES)

LANGUAGES

- ENGLISH
- TAMIL
- MALAYALAM
- HINDI