

MADHURIMA DESHMUKH

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EDUCATION

Ringling College of Art and Design, Sarasota, FL
Bachelor of Fine Arts, Game Art, May 2021

Creation Multimedia, Kolhapur India
Multimedia Diploma 2016

3D DIGITAL ART and GAME DEVELOPMENT EXPERIENCE

3D Digital Artist, Ringling College of Art and Design, Sarasota, FL

August 2020 - March 2021

- Collaborated to develop a playable game for final year thesis
- Produced concepts for environment and character, then translated them into rendered 3D digital models with attention to detail using ZBrush, Maya, Substance Painter, Keyshot and Unreal engine 4
- Gained experience with character sculpting workflow, retopology, texturing and rigging using ZBrush, Maya and Substance Painter for games
- Worked on creating various digital sculpts using ZBrush, explored new sculpting techniques to achieve high-quality product

3D Digital Sculpting Teaching Assistant, Ringling College of Art and Design, Sarasota, FL

June - July 2020

- Worked alongside faculty to instruct remote learning and helped troubleshoot student's 3D digital sculpts in ZBrush
- Demonstrated communication skills while mentoring 4-5 students with modeling in ZBrush, Maya and Substance Painter

3D Digital Artist Intern, CGO Studios, Los Angeles, CA

May - August 2020

- Developed multiple fully rendered, accurate digital photorealistic hard-surface 3D models using Maya and Substance Painter
- Explored new software techniques like baking to optimize assets and multi-tasking to deliver results that meet the vision of the team
- Was acknowledged for high level of enthusiasm, productivity and clear communication by the Lead Artist and Director
- Proved proficiency in documenting daily progress using MS Office applications and organization skills to deliver timely results

Game Development, Ringling College of Art and Design, Sarasota, FL

August 2017 - May 2020

- Developed a game as part of a class project and strengthened communication skills while working in a group
- Produced and directed photorealistic concepts and pitches for environments, props, gameplay and characters
- Designed interface buttons and other interactive icons for user experience
- Strengthened various optimization skills that ensures high quality product with smooth frame-rate in Unreal engine 4

3D Artist and (Part-Time) Product Development, Ringling College of Art and Design, Sarasota, FL August 2017- May 2020

- Created hard surface, stylized and organic assets for class projects, gained ability to capture the projects aesthetics
- Utilized new softwares such as ZBrush, Substance Painter and Marvelous Designer, gained experience in multi-tasking and delivering high quality results to meet aesthetic demands
- Developed and implemented techniques for creating photo realistic organic models and optimized them
- Gained experience in product development while working at Ringling's '*Collaboratory*', to create an interactive booth design for SXSW 2020 Conference

Multimedia Artist, Creation Multimedia, Kolhapur, India

August 2015 – February 2016

- Created backgrounds and environments using 3DS Max and Photoshop
- Developed 3D characters, multiple graphic pieces, props and hard-surface models utilizing Maya and Photoshop
- Completed Professional Autodesk Certification in 2016

PROGRAM MANAGEMENT and TECHNOLOGY EXPERIENCE

- Hands-on experience with version control such as Perforce and GitHub
- Strong software knowledge in Keyshot, ZBrush, Maya, 3DS Max, Substance Painter, Unreal Engine 4, Substance Designer, Marvelous Designer, Adobe Suite softwares, Cascade, PureRef and MS Office applications