

Siddharth Ghatwai

Game Artist

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Seasoned concept artist specializing in character design with over 10 years of experience. Worked extensively in both animation and gaming industry, always striving to bring creativity and technology together. Prioritizing efficiency and planning to bring ideas to life that connect with people.

■ PROFESSIONAL EXPERIENCE 2021 - present Pune, India **Senior Game Artist, SuperGaming** • Primarily worked as a solo game artist for PAC-MAN, created new UI for the entire mobile game Produced unique art for over 10 in-game events annually and worked with notable IPs such as Sanrio, NBA & 7-Eleven · Implemented an efficient asset management system and coordinated effectively with developers and designers 2019 - 2020 Pune, India **Concept Lead, Brio Studios** Designed and created characters for a children's animated cartoon show • Collaborated closely with a team of 3-4 artists to ensure consistent design styles and high-quality work 2015 - 2018 Pune, India **Senior 2D Artist,** Axiom Studios Designed captivating art assets for a variety of mobile casino games · Created art assets for various games from scratch, delivering high-quality designs that captured the essence of each game 2012 - 2015 **Notable Freelance Work** • Produced over 150 3D training videos for TATA Enterprises, demonstrating proficiency in instructional design and technical skills • Distinguished as one of the top artists in the industry, being selected from over 120 artists worldwide to be featured in the prestigious Masters of Anatomy publication **SKILLS Character Design Concept Design** Mobile Game UI Adobe Photoshop Adobe After Effects Autodesk Maya

EDUCATION