

SAAHIL DHAR

Concept Artist | OAKVILLE, L6H4R3, CANADA | +1-289-400-8508

DETAILS

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LINKS

www.saahildhar.com

saahildhar.artstation.com

[linkedin.com/in/saahil-dhar](https://www.linkedin.com/in/saahil-dhar)

SKILLS

Adobe Photoshop
Pixologic Zbrush
Autodesk Maya
Unreal Engine 4
Unity Engine
Character Design
Environment Design
Rapid Concept Iteration
Illustration
Storyboarding
Life Drawing
Portraiture
Sculpting
3D modeling
Texturing
Level Lighting
Game Design

HOBBIES

Life drawing, gaming, writing,
comic books, photography, film
analysis, history, philosophy,
mythology, psychology, trekking,
karate, swimming

PROFILE

Passionate, driven and versatile artist with proficiency in concept art, illustration and 3D art. Wide range of game design and visual design principles brought to crafting concept art for characters and environments. Keen understanding of 2D and 3D visual design fundamentals, tools and techniques. 4 years of experience in developing games on teams. Highly adaptable and composed under pressure, with a pragmatic approach to creative problem solving. Deeply focused approach to work while being ever ready to collaborate with fellow creatives. Always eager to learn from feedback and criticism to better my craft.

EXPERIENCE

Lead Artist at Lo_Ki Games, Oakville

September 2018 – April 2019

Developed and published a science fantasy time-trial FPS on a team of 6 over 4 months of cumulative development time.

- Created character and environment concept art to guide visual development.
- Drafted multiple high fidelity character designs to meet evolving game design goals.
- Researched architectural styles & materials to conceive a striking, unique aesthetic.
- Illustrated high quality marketing art of the player character for publishing and exhibition.
- Learned new 3D asset production techniques within 2 months to meet production demands.
- Directed fellow teammates to achieve coherent ludo-visual design.
- Delivered consistent output and maintained work ethic under tight deadlines and crunch.
- Grew communication and teamwork skills exponentially despite a challenging production.
- Exhibited our game, "Xeno Trigger" at Toronto's "Level Up!" expo to overwhelmingly positive audience reception.

Marketing Artist at Dead Cell Games, Oakville

May 2018 – August 2018

Produced high quality marketing illustrations for Dead Cell Games' flagship title "Grand Vault" depicting the game's lead characters.

- Followed art direction carefully to solve illustration and composition problems.
- Remained faithful to original character designs while adding striking embellishments.
- Maintained prompt and fluid communication throughout the process.
- Illustrations featured prominently on Dead Cell Games' website homepage.

EDUCATION

Sheridan College, Oakville

September 2015 – April 2019

Degree: Honours Bachelor of Game Design

- 3.6 GPA
- Advanced 2D and 3D Visual Development training. ('A' Average in over 6 courses)