

# Saahil Dhar

Concept Artist

## 👤 Profile

Highly skilled, versatile & collaborative visual artist with 6 years of experience in creating digital art. Proficient in concept art, asset design, illustration & lighting. 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 artists.

## Details

Oakville

Canada

2894008508

[saahildhar@gmail.com](mailto:saahildhar@gmail.com)

## Links

[Portfolio](#)

[LinkedIn](#)

## Skills

Character Design

Marketing Illustration

Environment Design

Adobe Photoshop

Zbrush

Unreal Engine

Game Lighting

Level Design

Oil Painting

## Hobbies

Yoga, Gaming, Archery, Figure Drawing, Portraiture, Anthropology, Mythology, History, Ecology, Physics, Karate, Psychology

## 📁 Employment History

### Concept Artist at Navigator Games Ltd, Vancouver

December 2020 — Present

- Served as lead character designer (remote) on the very successful mobile game titled "Iron Maiden: Legacy of The Beast".
- Worked under multiple art directors, quickly building team synergy with all members on the 2D art team.
- Transformed game designer's ideas into high-quality character designs and marketing posters to fulfill client requests.
- Collaborated with environment artists to create stunning architectural & organic assets for game levels.
- Represented multiple brand IPs for Rock & Heavy Metal bands through character designs, receiving great feedback from the consumer base & clients.

### Lead Game Artist at Lo\_Ki Games, Oakville

September 2018 — April 2019

- Exhibited our game, "Xeno Trigger" at Toronto's "Level Up!" expo to an audience of hundreds to overwhelmingly positive reception.
- Created character and environment concept art to guide visual development.
- Researched architectural styles & materials to conceive a striking, unique aesthetic.
- Designed & implemented lighting for all game levels in Unreal Engine 4.
- Illustrated high quality Marketing Art of the player character for publishing and exhibition.
- Directed fellow teammates to achieve coherent ludo-visual design.

## 🎓 Education

### Bachelor of Game Design, Sheridan College, Oakville

September 2015 — April 2019

Advanced 2D & 3D Visual Development training with "A" Average in all Visual Design courses.