



SANAL CHANDRAN CA

2D/3D 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.

WWW.SANALARTIST.COM

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 2D/3D ARTIST
(2012 - 2016)

INTEGER GAMES
LEAD 2D/3D ARTIST
(2016 - 2017)

SCIENTIFIC GAMES
TECHNICAL ARTIST
(2017 - 2018)

XENTRIX STUDIOS
TEXTURING ARTIST
(2018 - 2020)

YELLOW DISC STUDIOS
2D/3D FREELANCE ARTIST
(2020 - 2021)

KRAFTON INDIA
GAME ARTIST
(2021 - PRESENT)

NOTABLE PROJECTS

- TRANSFORMERS: CYBERTRON (SERIES)
- BEAR GRYLLS: YOUNG ADVENTURER (SERIES)
- BGMI: BATTLEGROUNDS MOBILE INDIA (GAME)
- PUBG NEWSTATE (GAME)
- ROAD TO VALOR: EMPIRES (GAME)
- ESPORTS EVENTS (TOURNAMENTS)

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