

■ Pranav Calcuttawala | Resume

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■ OVERVIEW

My experience spans a total of more than **7 years**, with 4 years as User Interface Designer in Web-Development and Software industry, 2 years as Visualizer in Advertising Agencies and 3+ years as 3D Designer in Game Development Company.

■ CAREER ASPIRATION

I would be best suited in the following disciplines:

- Games Design
- Interface Design
- Web Design
- Visualization
- Design Research

I seek to continuously upgrade and expand my competencies and enhance team and organization productivity through my individual effectiveness and productivity.

■ PROFESSIONAL EXPERIENCE

Organization : Aurna Technologies. Hyderabad (Gaming Co.)

Designation : 3D Designer

Tenure : June 2006 till date

Organization : Rediff Business Solution. Surat, Gujarat (Web Development Co.)

Designation : Sr. Visualizer

Tenure : Oct 2005 to April 2006

Organization : Jivanta Interactive Technology India Pvt. Ltd. Bangalore, Karnataka (Gaming Co.)

Designation : 3D Designer

Tenure : December 2004 to September 2005

Organization : MagCom Internet Pvt. Ltd. Bangalore, Karnataka (Gaming Co.)

Designation : 3D Designer

Tenure : April 2003 to October 2004

Organization : DotInfosys Pvt. Ltd. Surat, Gujarat (Web Development Co.)
Designation : Team Leader (Multimedia Group)
Tenure : May 1998 to August 2002

Organization : Soi-Archer Pvt. Ltd. Ahmedabad, Gujarat (Advertising Agency)
Designation : Jr. Visualizer
Tenure : July 1996 to April 1998

■ SOFTWARE SKILLS

Operating Systems : Windows 98, 2000 & XP

Vector Graphics : Adobe Illustrator, Adobe PageMaker, Freehand & CorelDraw

Raster Images : Adobe Photoshop, Fireworks

Animation & Interactive media : Flash, Basic knowledge of Director, 3ds Max,
Basic Knowledge of HTML coding, Dreamweaver & Basic Knowledge of
Flash Action Script

3D Software : 3DS Max, Basic Knowledge of Maya

■ GAME ART SKILLS

I am an artist who has got 3 plus experience in the Game Industry. My key role was to create quality textures and meshes for high end PC and Console based games.

■ PROJECTS IN INDUSTRY

You can view some of my works on:

<http://www.geocities.com/cpranav> / <http://cpranav.cgsociety.org/gallery/>

Game Design

Key Recent Projects Undertaken

Colin McRae: DIRT – from Codemasters

Project Description: Modeling & Texturing of buildings, objects and track, the conversion and assembling of buildings and objects. Also responsible for creating LOD and collision meshes for environmental assets.

Role : 3D Artist (Skills used: 3d Studio Max and Photoshop)

Platform : PC, Xbox 360, Playstation3

Rail Simulator – from Kuju Entertainment

Project Description: My duties included texture creation of wagons and buildings of the simulator. I was also responsible for the creation of LOD for wagons and buildings.

Role : 3D Artist (Skills used: 3d Studio Max and Photoshop)

Platform : PC

Undisclosed Game (Nuclear Reactor Plant) – from THQ

Project Description: Detailed modeling & texturing of Nuclear Reactor Plant with different chambers and control room.

Role : 3D Artist (Skills used: 3d Studio Max and Photoshop)

Platform : Xbox

Undisclosed War Game – from Blitz Entertainment

Project Description: Texture creation for war vehicles from the concept art provided by client. Created LOD and collision meshes for the same assets.

Role : 3D Artist (Skills used: 3d Studio Max and Photoshop)

Platform : PC

Interface Design

- Conceptual Designed and developed a User Interface Design for Casino Game (Slot Machine, Blackjack, Baccarat, Caribbean Poker, Video Poker, Roulette): **lasvegascasino.com**
- Designed and developed a site interface and motion graphics for: **dotinfosys.com, austin-law.com, neemtreespa.com, mystiqueboutique.com, shatrahome.com, indianschool-tehran.com, walsonwoodburn.com, parisindia.com, g3fashions.com, gloriaindia.com, sound-kraft.com, sarthiindia.com, bluemoon-india.com, lovemadness.com, z2000.com, vaishalisarees.com** ect.
- Conceptual Design and developed a Interface Design for home page of **TeenagerMagazine.com, 200BestHotels.com, MonteCarloJackpot.com,** Title Banner Design for SlotsMachine.com, RouletteMagazine.com, PokerWeekly.com.

Motion Ad Banner Design

- Conceptual motion Ad Banner Design for: AtlanticCityCasino.com, BettingInternational.com, EnglishCasino.com, GamingMagazine.com, LasVegasCasino.com, MicroCasino.com, SlotsMagazine.com, SuperName.com

Process involved user study, interviewing and data collection, developing personas, concepts, user testing and final concepts.

■ EDUCATIONAL QUALIFICATIONS

Qualification : Diploma in Applied Art (with special subject of Typography) with First Class in the year 1996 from B.A. Maheta Kala MahaVidhyalaya, Gujarat.

Technical : Professional course in Advanced 3D Studio Max from Abacus School of Visual Effects, Bangalore.

Workshop : Visual communication from NID, Ahmedabad

■ PERSONAL PROFILE

Interests : Painting on different mediums with various kinds of colors like oil Painting, water colors etc. Creating intricate designs and crafts.

Date of Birth : July 7, 1973

Passport : Ready

Permanent Add. : 10/1940, Opp. HariOm store, Sonifalia Main road, Surat - 395003

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