



Rohin Bhatia

Curriculum Vitae

Primary Skills

Focused
Listening and Interpreting Information
Organisation & Research Skills
Texturing
Self Directed Learning
File Management
Keen to Learn
Working within a Team
Image Editing
Low Poly Modelling

Secondary Skills

Customer Service
Problem Solving
Time Management
Numeracy Skills
Reading Skills
Custom CSS & HTML

Contact me

West Midlands
(United Kingdom)

Tel - (+44) 7806945194

rohin@rohinbhatia.com

www.rohinbhatia.com

Rohin Bhatia - Environment Artist

About me

I'm always keen to learn and gain skills never fearing to take on a challenge. I have experience in a mobile game studio as the Lead Artist, developing my craft alongside programmers. My Degree covered core aspects of developing games from concept to demo.

Work Experience

Co-Director (Loyal Addicts) January 2015 - Present

I manage a new start up company in my personal time. Loyal Addicts is a mobile app, which generates loyalty points everytime customers shop at a local business.

Graphics Artist (Dojit Games) - September - December 2013

My role entailed creating all the art assets for a mobile game named Poochies Trail. This ranged from spritesheets, animations, marketing images and the promotional trailer.

Staff Writer (Yet Another Review Site) - August 2009 - February 2011

Liaised with the Editor and reviewed the latest PC, PS3 games and Graphic Novels using a content management system on a mothly basis. Also contacted game publishers.

Staff Writer (College News) - September 2009 - May 2010

Comminicated with the Editor (in Chicago, USA) via email and reviewed games and Graphic Novels using their content management system. Time management skills gained.

Staff Writer (Game Hub) - September 2009 - March 2014

Created News and Review pieces using Drupal content management system. Adobe Photoshop CC was used for image treatment. Emailed and networked with gaming PR.

Administrator/ Editor (Tap My Buttons) - March 2014 - Present

Using WordPress I create articles on a daily basis about video games and use SEO/ Social Media tools to boost my presence on Google, Facebook and Twitter.

Advancing Skills - September 2013 - Present

Since graduating from Universirty I have expanded my Web Design, Web Editing, Microsoft Office and 3D Artist skills to keep up with growing markets and expectations.

Programmes

3DS Max 2015 - Modelling, Unwrapping, Texturing (Intermediate)

Maya 2015 - Modelling, Unwrapping, Texturing (Beginner)

Unity - Level Design, Materials, Lighting and Rapid Prototyping using Playmaker (Intermediate)

Adobe Photoshop CC - Textures from references and hand painted (Intermediate)

Adobe Illustrator CC - Creating Game Assets (Intermediate)

Adobe Premiere CC - Editing Video/Sound and rendering (Intermediate)

Adobe Flash CC - Creating Animation and Sprite Sheets (Beginner)

Education

BA (Hons) Computer Games Design - 2:1 (Second Class Honours).