

Param Bhattacharyya

Environment Concept Art for Games

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Citizenship: United States, Canada

Computer Skills:

- Softimage
- Mudbox
- Zbrush
- Photoshop
- UDK Engine
- AfterEffects
- Flash

Education:

Think Tank Training Center Vancouver, Canada
3D Animation Certificate June 2011

School of Visual Arts, New York, NY
B.F.A. in Traditional Animation, June 2008

McGill University, Montreal, Canada
B.A. in English; Computer Science Minor, May 2004

Professional Experience

Concept Artist and Art Director

Self Employed Freelance Business

New York/Bangalore, India

Feb. 2016 - Ongoing

- I work as a freelance concept artist and art director for small independent game studios in Bangalore. Essentially, I provide experience, guidance and direction on game art to studios at an affordable rate.
- My business partner Mithun helps me by coordinating and interacting with potential clients, and I focus on the art. In our first two months, clients have included Jumpstart Studios and Hashcube.

Senior Creative Designer

Essential Algorithm Solutions

Bangalore, India

Feb. 2015 - Feb. 2016

- Worked as a concept designer for a startup company that makes online slot and gambling games for smart, mobile, and HTML devices.
- Created all of the paintings, themes, color palettes, backgrounds, character designs, user interfaces, narratives, storyboards, animations and bonus rounds for the first two games.

Content Designer

Dhruva Interactive

Bangalore, India

Jan. 2014 - Aug. 2014

- Worked as a content designer on a children's cooking game for a Dutch company (name withheld due to NDA.)

- Researched the food, visual references, and recipes for 14 monthly releases of the game.
- Designed the style guides to show what level of detail and finish the artwork needed.
- Adjusted the art and references to fit within the design of the game.

Content Designer

Dhruva Interactive
Bangalore, India

Dec. 2011 - Dec. 2013

- Content designer for one of the world's largest and oldest social media games (name withheld due to NDA) that averaged roughly 85,000 Daily Active Users at its peak.
- Designed the art assets and backgrounds for over 30 different themes.
- Helped manage a team of 30 artists to maintain art quality and ensure deliverables.
- Created the concepts and style guides for the artists.
- Assisted in maintaining the overall quality of art from delivery to delivery.
- Ensured that our weekly art quotas (of more than 300 art assets) and deliveries were met.

Flash Designer

University of British Columbia
Vancouver, BC

July 2009 – Oct. 2009

- Created a Flash animation (<http://www.paramb.com/MitacsAnimationFiles/employment.swf>) of employment/unemployment for 120 cities across North America that was featured in *the Province*, Vancouver's largest read newspaper.

Freelance Webdesign

New York/Vancouver

Aug. 2008 – June 2009

- Ceated websites and flash animation for the Institute of South Asian Affairs, Viva Vistas, and the architectural publication Urban Omnibus. I also animated on the documentary, As of Right Now.

Summer Internship

The Institute of Electrical and Electronic Engineers
New York, NY

May 2007 – Aug. 2007

- Created “animated articles” on sound recording and athens affair (<http://spectrum.ieee.org/computing/software/slideshow-the-future-of-music> and <http://spectrum.ieee.org/telecom/security/the-athens-affair>) for Spectrum, the monthly publication of IEEE.

Summer Intern

Grey Advertising Agency
New York, NY

June 2006 – Aug. 2006

- Assisted producers with Nokia, Pringles Select and Preparation H advertisements, worked with producer Rob Simone on the shoot for Nokia, helped create the “ripomatic” for Bridgestone tires.

Internship

Dancing Diablo

New York, NY

Sept. 2005 – Dec. 2005

- Flat colored backgrounds for Teenage Mutant Ninja Turtles.
- Provided animation for PBS short Cheesy Breadville.
- Laid down base Adobe Illustrator artwork for Cosmo Girl illustrations.

Summer Internship

Stretch Films

New York

March 2005 – July 2005

- Scanned and cleaned up frames for Dr. Seuss short Green Eggs and Ham (PBS) and created effects animation using Aftereffects.

Awards and Achievements

- Two of my independently produced short films, Mara Move On, and Drona's Challenge, had their New York Premiers at the South Asian International Film Festival, and the Indo- American Arts council respectively.
- I won second place for our company wide (300 employees) art contest held by my last employer "Dhruva Interactive."
- I created the Bangalore video game developer's social networking event. This event was the first of its kind in Bangalore. Once a month, employees ranging from Indie companies (Moonfrog Studios) to large scale developpers (Zynga, ZVKY) have a chance to meet, network and stay abreast of the games industry in Bangalore. This group became so popular that it was featured in three different national newspapers and has since become a major piece of the games industry in Bangalore!

Interests

- Four years teaching swimming classes for all ages; lead singer in two punk bands (Vancouver and Bangalore), screen writing, stand up comedy, short story writing, traveling, and white belt in Brazilian jiu-jitsu

References Can Be Viewed on LinkedIn