

# Param Bhattacharyya

Environment Concept Art for Games

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## Computer Skills:

- Photoshop
- Mudbox
- Zbrush
- 3DS Max
- 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

### Game Artist

Global Game Jam

Los Angeles, USC School of Cinematic Arts

January 2018

- I competed in the 2018 Global Game Jam as an artist. In this competition, I joined a team of 7 random programmers, designers, and audio engineers to complete a working prototype of a game in 48 hours.
- We completed our game, "Stardust SOS." We were proud of the project, and I was personally happy that the game's artwork received some positive nods from the judges. You can download and play a prototype of the game here: <https://globalgamejam.org/2018/games/starfunk-sos>

### Freelance Concept Artist

Freelance Concept Artist

Los Angeles

May 2017 - Ongoing

- In May, I moved to Los Angeles to be closer to the center of the games industry and to engage in further professional study. In the time since, I've taken classes in concept art, sculpture, life drawing, and branding and marketing.
- Freelance artist on an upcoming Netflix series (series name withheld due to NDA.)

### Game Artist

Global Game Jam

New York

January 2017

- I competed in the 2017 Global Game Jam as an artist. In this competition, I formed a small

team with four other random participants (two programmers and an audio engineer!) and we had 48 hours to complete a prototype of a game.

- I am proud to say that we completed our side-scrolling game, "A Sound Escape." We were able to overcome numerous time challenges and I was personally proud of the solid player turn out for the game. The game prototype can be downloaded and played here:

<https://globalgamejam.org/2017/games/sound-escape>

### **Concept Artist, Entrepreneur and Art Director**

Self Employed Freelance Business

New York/Bangalore, India

Feb. 2016 - Feb. 2017

- I started my own business providing freelance concept art and art direction 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 helped me by coordinating and interacting with potential clients, while I focused on the art. Clients have included Jumpstart Studios, Hashcube, and Jigsaw Academy.

### **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.

## Awards and Achievements

- I created two independent short films, Mara Move On, and Drona's Challenge, that 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