ABHISHEK PANDEY

Stylized 3D Game Artist | Hyper/Hybrid-Casual Expert

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Stylized 3D Game Artist with 5+ years in CG including 3+ years in mobile game development. Expert in hyper-casual, hybrid-casual, and stylized art. Delivered 1000+ assets across 8 shipped titles including Evolving Bombs! (10M+ downloads). Skilled in Maya, Blender, Substance Painter & Unity. Actively seeking full-time onsite or remote opportunities as a Game Artist, 2D/3D Artist, or 3D Generalist, with a focus on stylization, low-poly art, and modular workflows.

EXPERIENCE

Freelance 2D/3D Artist — 03/2025 – Present
Kash3D

Designed and rendered **3D graphics** for Dhoofers Studio **merchandise**, delivering high-quality assets aligned with their **brand identity**. Executed **end-to-end 3D assets** for merchandise and diverse projects, handling modeling, UV, texturing, lighting, composition and rendering, with a strong focus on visual quality.

Developed **sci-fi themed characters and props** for Immerse Digital Solutions, crafting optimized 3D assets tailored for their upcoming **instant games**.

Collaborated with **individual clients** on freelance projects producing **2D/3D Assets**.

Game Artist — 11/2022 – 01/2025
Tap N Play Studio LLP

Spearheaded **3D production** for Evolving Bombs! (**10M+ downloads**), delivering **120+ hero assets** in **5 weeks**, boosting **Day-1 retention by 14%**.

Developed **1000+ stylized props, characters, and environments** across **8 mobile F2P titles**, enhancing engagement and broadening art variation.

Rebuilt **asset pipeline** for My Restaurant Life, **improving performance**, **playtime**, and raising store rating from **3.4 star to 4.2 star**.

Led asset optimization for Build America, enabling **smooth play on low-end devices** and increasing **Day-3 retention by 28%**.

Delivered **game-ready assets** with **clean topology**, **LOD**, **rigging**, and **animation**, aligned to **stylized art direction** and **Unity integration**.

Collaborated across art, design and marketing teams to uphold visual consistency, maintain pipeline documentation, and deliver optimized 2D/3D assets for playable ads and video creatives.

Contributed to **8+ mobile games** across stylized, hyper/hybrid-casual, idle, puzzle, and simulation genres, adapting to diverse gameplay systems and platform needs.

Graphic Design Intern — 08/2022 – 10/2022
Moshi Moshi

Designed **visual branding assets** and **digital creatives** using **Adobe Photoshop**, **Illustrator**, and **After Effects**, supporting 5+ client marketing campaigns.

PROJECTS

Evolving Bombs!
Top-Charted Mobile Game

Role: Game Artist
Platform: Mobile
Downloads: 10M+
Genre: Hyper-Casual, Stylized

Led the creation of **150+ stylized 3D assets** including bombs, planes, boss characters, and environmental props, shaping the game's unique visual style.

Designed and implemented **meta gameplay features** such as PVP-style base-building and hangar systems, boosting user engagement and session retention.

Modeled content for **loot boxes** and **IAP systems** with strategic item design, increasing click-through rates and monetization potential.

Created **market-relevant IAP assets** (e.g., bombs, jets, launchers) themed around futuristic tech and pop culture to enhance user appeal.

Conducted **visual trend research**, designing stylized versions of popular villains like Venom, IT Monster, and Godzilla, improving character retention.

Optimized all assets in **Maya** and **Photoshop** for mobile performance, ensuring smooth gameplay, fast loads, and fidelity across low-end devices.

Build America
Mobile City-Building Game

Role: Game Artist
Platform: Mobile
Downloads: 1 Lakh+
Genre: Stylized, Simulation

Led **3D asset creation** of **250+ stylized models**, including iconic landmarks, theme buildings, cultural props, and character-based collectibles.

Developed **modular 3D environments** and building kits across multiple themed zones, enabling flexible level design and rich visual depth.

Planned stylized replicas of **real-world landmarks** (e.g., Statue of Liberty, CN Tower, Empire State Building), fostering player connection and recognition.

Generated visual **collectible systems** tied to cultural and geographic themes, enhancing exploration incentives and long-term retention.

Incorporated **anime-inspired designs** (e.g., Luffy, Iron Man, DORAEMON) into collectibles, driving Gen Z engagement and visual appeal.

Ensured **smooth performance** across mobile devices by using clean topology, low-poly modeling, efficient UV mapping, and texture ATLASING.

My Restaurant Life
Stylized Idle Restaurant Game

Role: Game Artist
Platform: Mobile
Downloads: 5K+
Genre: Stylized, Idle, Casual

Managed **3D asset creation** for all gameplay zones, including dining, kitchen, logistics, and entertainment, shaping the core player journey.

Planned **modular furniture sets** and **interactive food counters** (burger, pizza, crab, ice cream), enabling visual variety and gameplay progression.

Generated **high-readability props** (e.g., juice machines, DJ booths) and animation-ready characters, improving clarity, retention, and user satisfaction.

Built animated **logistics props** (scooters, mini trucks), enhancing the delivery system and adding dynamic elements to the gameplay loop.

Optimized assets using **Maya** and **Photoshop** with clean topology, ATLASED textures, and low POLYCOUNTS, ensuring performance across mobile devices.

Presented **seasonal props** and **expansion content** for live ops, supporting monetization and boosting long-term player retention.

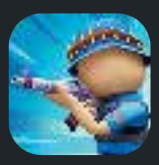
Other Titles

Sky Crew 3D

Sushi Frenzy

Amusement Frenzy

Fly Away 3D


Military Academy

EDUCATION

Bachelor of Visual Arts — 2018 - 2022
Animation & Multimedia
Bengaluru North University
CGPA

LANGUAGES

English — Proficient
Hindi — Native

Skills

3D Modeling & Texturing
Maya, Blender, Substance Painter, Clean Topology, UV Unwrapping, Low-Poly Modeling, High-Poly Sculpting, Trim Sheet Texturing, Texture Atlasing, LODs, Hard Surface Modeling, Organic and Inorganic Modeling, Rigging, Skinning

Stylized Game Art
Stylized Character Design, Environment Design, Prop Design, Hand-Painted Textures, Playful Proportions, Bold Silhouettes, Cartoon Shader Basics, Visual Storytelling, Theme Consistency, Color Theory, Hyper-Casual Art Style, Hybrid-Casual Art Style, Animation

Game Engine Integration
Unity, Unity Animator, Asset Import/Export, Prefab Integration, Lighting Setup, Material Setup, Scene Assembly, Mobile Optimization, Shader Basics, Game-Ready Assets

Asset Production Pipeline
3D Asset Pipeline, Modeling to Implementation, Modular Asset Design, Level Design Assets, Animation Loops, Texture Compression, Asset Optimization, End-to-End Pipeline Ownership

2D Tools & Concept Design
Adobe Photoshop, Adobe Illustrator, After Effects, Premiere Pro, Concept Art, Mood boards, UI Elements, Icon Design, Marketing Asset Design,

Collaboration & Workflow
Cross-Functional Collaboration, Art Direction Alignment, Feedback Iteration, Creative Problem Solving, Rapid Prototyping, Market Trend Research, Asset Reviews

INTERESTS

- Love stylized art and game visuals
- Sketch
- Play games

Date of Birth: 15/01/1998
Marital Status: Single
Nationality: Indian