VINOD (VIN) RAJU

CG 3D ARTIST

CONTACT

604-619-0759

viraju19@gmail.com

www.linkedin.com/in/vinodraju

www.vinraju.com

Vancouver, BC, Canada

TECHNICAL SKILLS

Unreal Engine
Autodesk Maya/Max
Golaem Crowd
Gaea
Substance Painter
Adobe Premier Pro
Adobe After Effects
Adobe Photoshop
ZBrush
ShotGrid

EDUCATION

The Art Institute of Vancouver

Game Art & Design Diploma

2003-2005

PROFILE

As a seasoned 3d artist with over 20 years of experience in the animation and video game industries, I bring a unique blend of technical expertise, creativity and strategic thinking to every project.

Areas of Expertise: unreal engine • hard surface • crowd development • 3d assets creation • level design • workflow improvements • project planning • outsource management • team management • generalist

Project Portfolio: Unicorn Academy, Madagascar, Barbie [movies + series], Made by Maddie, Octonauts, The Guardian Code [reboot], Gears of War, Need for Speed [various series], Skate, Sleeping Dogs

---

WORK EXPERIENCE

Freelance Artist — 2026-Present

Unreal Engine Lead Artist — 2025-2026
Senior Unreal Engine Generalist 2024-2025
CG Crowd Supervisor 2022-2024
CG Lead Crowd Artist 2021-2022
CG Senior Crowd Generalist 2020-2021

Mainframe Studios, *Vancouver BC*

- Managing multiple aspects of CG including: unreal engine, modeling, crowd creation, animation cycles, rigs, renderings
- Developing the crowds pipeline and determining workflow enhancements
- Identifying project scope, lifecycle and planning
- Managing, supporting and mentoring 7 direct reports

3D Lead Artist — 2018-2020

IGG Canada, *Vancouver BC*

- Created CG trailers and campaigns within in unreal engine for IGG video games
- Led and supported work scope in: unreal engine, modelling/texturing, crowds, layout environment sets, lighting, rendering cinematic shots

3D Senior Vehicle/Environment Artist — 2014-2018

Mainframe Studios, *Vancouver BC*

- Developed and modelled and vehicles environmental sets
- Provided mentorship and training to team members in various aspects of 3D design

3D Senior Vehicle/Environment Artist — 2013-2014

The Coalition Studio [Microsoft], *Vancouver BC*

- Supported the production team in scheduling and project tasks
- Managed the modelling and texturing of vehicles
- Reviewed and provided solutions for outsourced assets

3D Lead Vehicle Artist — 2010-2013
3D Vehicle/Environment Artist 2005-2009

Electronic Arts, *Vancouver BC*

- Led the car and outsourcing teams in scheduling and overall project delivery
- Communicated with vendors on paid partnerships and vehicle licensing
- Modelled, textured, and designed multiple vehicles for a series of video games

3D Vehicle Artist — 2009-2010

United Front Games, *Vancouver BC*

- Supported the management team in project scope planning
- Modelled and textured vehicles and bikes