

VINOD (VIN) RAJU

CG ARTIST

CONTACT

 [604-619-0759](tel:604-619-0759)

 viraju19@gmail.com

 www.linkedin.com/in/vinodraju

 www.vinraju.com

 Vancouver, BC, Canada

TECHNICAL SKILLS

Autodesk Maya/Max
Unreal Engine
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 Unreal Engine Supervisor with over 19 years of experience in the animation and video gaming industries, I bring a unique blend of creativity, strategic thinking, and technical expertise to every project.

Areas of Expertise: unreal engine, crowd development, 3D assets creation, workflow improvements, project planning, team management, generalist, outsource management

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

Unreal Engine Supervisor 2025-Present
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, 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 Environment/Vehicle Artist 2014-2018
Mainframe Studios, *Vancouver BC*

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

3D Senior 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