

VINOD (VIN) RAJU

SENIOR 3D ARTIST | UNREAL ENGINE ARTIST | REAL-TIME
ENVIRONMENTS & VISUALIZATION 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

Senior 3D and Unreal Engine artist with 20+ years of production experience across animation and video games, with a strong focus on real-time environments, scene assembly, modeling, texturing, lighting, rendering and optimization. Experienced in building high-quality cinematic environments and supporting Unreal production pipelines from development through final delivery. Brings a long-standing personal interest in architecture and real estate, including designing and building multiple homes.

Areas of Expertise: Unreal Engine • 3D Environments • Scene Assembly • 3D Modeling • Materials & Texturing • Lighting • Real-Time Rendering • Optimization • Pipeline Development • Quality Control • Team Leadership

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 Lead Artist

2025-Mar

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*

- Led Unreal-focused environment and set-extension work, supported scene assembly, materials, lighting, rendering and real-time production needs
- Developed the crowds pipeline and determined workflow enhancements
- Identified project scope, lifecycle and planning
- Managed, supported and mentored 7 direct reports

3D Lead Artist

2018-2020

IGG Canada, *Vancouver BC*

- Created CG trailers and campaigns within 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 environment/vehicle 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 environments/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