

VINOD (VIN) RAJU

CG ARTIST

CONTACT



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 senior unreal engine generalist 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

Senior Unreal Engine Generalist

2024-Present

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