



# DARSHAN MANOJ

3D ARTIST



## CONTACT

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DJ3D.me

## TECHNICAL SKILLS



Blender



Autodesk Maya



Autodesk 3Ds Max



ZBrush



SpeedTree



Unreal Engine 5



Unity

Substance Painter



Substance Designer

Substance Sampler



Photoshop

## TRANSFERABLE SKILLS

- Team Work
- Attention to detail
- Time Management
- Adaptability
- Technical Proficiency

## PROFILE

Hi, I'm Darshan (Preferred name DJ) 3D Generalist with a strong foundation in modeling and texturing, along with fundamental skills in rigging and animation. Known for a creative and detail-oriented approach to work, capable of thriving in team-based environments and meeting tight deadlines

## WORK EXPERIENCE

### God of the Ancient Tomb (TOJAM 2025)

2025

3D Artist, Lighting Artist, Tech Artist

- Create Props and assets optimized for the game
- Setup and optimize lighting for all the levels
- Setup Procedural props making it easier for programmers and other artists to make changes

### Hero Entertainment (Unpaid Intern)

2024-25(5 Months)

3D Prop Artist

- Create Realistic looking Props that will look good in a realistic environment
- Model, Texture and make blueprints of functional assets
- Setup Textures and import the models into unreal engine

## EDUCATION

### George Brown College(Toronto,ON)

Game Art Program(G119)

- Qualification: Advanced Diploma
- GPA: 3.7 / 4.0

## HOBBIES

Factory / Simulation Games | Story based FPS | PC Building  
Love Dogs | Cooking | Render challenges (Blender)

## REFERENCE

Available Upon Request