

Arnav Nakhwa

Concept Artist

Mumbai, Maharashtra



About me

I am an aspiring concept artist and level designer passionate about creating expansive, detailed environments. My work is driven by meticulous attention to every step of the process, ensuring high-quality results. Strong research underpins my creative vision, allowing me to tackle projects with a comprehensive understanding and innovative approach.

Work experience

Ubisoft ArtJam Concept Art

- Designed a concept for a mayan city which Has flourished far into the future with floating islands and energized minerals.
- The concept shows a city network connecting through beacons and bridges.
- Another of the pair to go with the concept for the city is i worked on a concept for prop.
- The prop is a combination of energized obsidian which transforms itself to different types of weapons.

Horizon Restaurant Concept Art

- A restaurant concept with a planet like appearance and powered by a mini black hole.
- The obscure gravity of the restaurant allows the customers to sit on the walls as the gravity bends and follows the walls of the restaurant.

World Story Building and Character art for

- Designed concepts for a world building for a time corporation paring with which is an environment and props and character.
- From making the control room to the portal and the weapon to the main characters of the story .
- Giving a backstory to all the character with the Control room being the boss fight arena with

Skills

- 3D Concept
- Level Design
- 3D modeling
- Digital Painting

Education

2022-2026

École Intuit lab,
Mumbai

Game art and design

2020-2022

V.G. Vaze College
Commerce

Contact

- 9326825020
- arnavnakhwa21@gmail..com

Portfolio

- <https://arnavnakhwa.myportfolio.com/>