

# JAI THAKKAR

## CONCEPT ARTIST AND GAME DESIGNER

### EXPERIENCE

#### ART DIRECTOR AND CONCEPT ARTIST

Parallax Labs

June 2024 - October 2024

- Streamlined the Artistic Look for Tidal Tactics
- Made Environment, Props and Character Concepts

#### GAME DESIGNER

Playing Human Studios

Jan 2025 - Dec 2025

- Worked to design a Live Ops Game
- Worked on Economy and Gameplay Design

### ACHIEVEMENTS

- Showcased Fifty-Fiftea at Vibrant Gujrat 2024
- Ubisoft Campus Ambassador 2023 - Present
- Winner of Ubisoft Art Jam 2024
- Won EIL Mumbai Game Jam February 2025
- Top 8 - EA Play to Make a Better World 2025

### EDUCATION

2020-2022

THAKUR COLLEGE

Higher Secondary Education, Commerce

2022-2026

ÉCOLE INTUIT LAB MUMBAI

Diploma in Game Art and Design

### CONTACT

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 Mumbai

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### SUMMARY

Concept Artist and Game Designer with 1+ year of combined experience in creating compelling visuals and engaging gameplay. A versatile generalist with a strong understanding of the complete production pipeline, from ideation to final delivery. Known for leadership qualities, collaborative spirit, and the ability to work effectively within multidisciplinary teams.

### PROFICIENCY

- Photoshop
- Procreate
- Blender
- Unreal Engine
- 3DS Max
- Substance Painter
- Machinations
- Excel