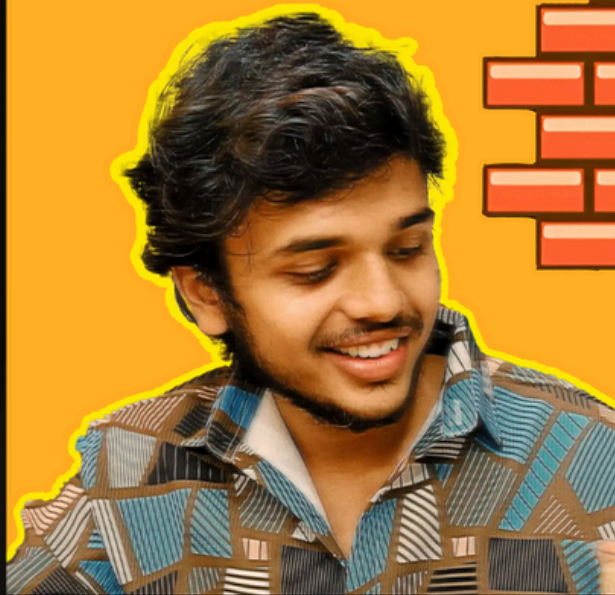




PRATIK DONGRE

Concept Artist | 3D Modeler |
3D/2D Environment Artist |



Personal Profile

3D & 2D Environment Artist, Concept Artist, and 3D Modeler with a focus on creating immersive environments and storytelling through visual art. Experienced in environment art, 3D modeling, and concept art for games. Strong technical foundation in Blender, Unreal Engine, Photoshop, and SketchUp, with a proven ability to contribute effectively to collaborative, deadline-driven projects.



Software Proficiency

Blender | Unreal Engine | Photoshop | 3ds Max
| SketchUp | Substance Painter |

Artistic & Technical Skills

3D Modeling and Texturing, Concept Art,
Environment Art, Character Design, Level
Design

EDUCATION

Diploma in Game Art & Design (Expected May
2026)

École Intuit Lab, Mumbai



Projects

Together Furrever

Programmer & 3D Modeler | 2025

- Developed 3D assets and props for a puzzle-adventure game.
- Programmed interactive gameplay mechanics to support dual-character controls.

Say Cheese

Programmer & 3D Modeler | 2025

- Created 3D environment models using Blender and Unreal Engine.
- Implemented interactive elements and game logic.



Exit

Sound Designer & Art Executive | 2024

- Designed sound effects and ambient audio for immersive player experience.
- Managed overall art style and asset curation for the project.

Bully

3D Modeler & Artist | 2024

- Modeled detailed 3D assets and environments
Lighting optimized for game performance.
- Contributed to environment art and scene setup.

Black and White

Art Director | 2025

- Led the visual direction and art pipeline for the project.
- Supervised asset creation and level design, ensuring visual consistency.



ACHIEVEMENTS

- Secured 2nd Place in an inter-college Game Jam at École Intuit Lab.
- Participated in multiple game jams and art competitions, actively contributing to collaborative projects under tight deadlines.

WORK EXPERIENCE

- Unreal Environment Artist Intern at **GameEon Studios**
Created environments and levels in Unreal Engine
- Character Concept Artist at **Famyo**
Designed original character concepts and visuals
- 3D Game Artist Generalist at **Triodoxic Studio(Current)**
Working on 3D modeling, concept art, and environment design

Above Games Showcase

- 🐱 Together Furrever – [Play](#)
- 🏠 Say Cheese – [Play](#)
- 📖 Exit – [Play](#)
- 🎮 Bully – [Play](#)

Connect & Portfolio

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