

RITESH SURU

3D ENVIRONMENT ARTIST | GAME TESTER

+91 7702084144

riteshsuru2006@gmail.com

Bengaluru, India

PROFILE



Hey there! 3D Environment Artist focused on creating immersive and visually engaging game worlds. Experienced in modeling, texturing, and scene composition, with hands-on involvement in game development projects. Includes hands-on playtesting experience, with the ability to analyze gameplay and contribute to player-focused design across multidisciplinary workflows.

EDUCATION



08/2024 - Present

B.Des (Hons.) Game Art & Design

Ecole Intuit Lab, Bangalore

05/2016 - 05/2022

10th Grade

Johnson Grammar School, CBSE, Hyderabad

06/2022 - 03/2024

Intermediate

Urbane Junior College, Hyderabad

SKILLS



- Autodesk Maya
- Blender
- Unreal Engine
- Adobe Substance Painter
- Adobe Photoshop

WORK EXPERIENCE



12/2025

Game Jam Project (1 Week) – Prop Artist & Animator

Ecole Intuit Lab, Bangalore

12/2025

- Created **intro and outro animations** in *Blender*, enhancing narrative flow and player engagement
- Designed **UI wireframes** in *Figma* to define user experience and interaction flow
- Sourced, edited, and implemented **sound effects (SFX)** to improve in-game feedback and immersion
- Collaborated within a **multidisciplinary team** to deliver a playable prototype within a 1-week deadline

09/2025

Freelance 3D Artist & Designer (Independent Projects)

Independent, Hyderabad

Present

- Developed a game on Roblox as a **multidisciplinary artist**, using *Blender* and *Roblox Studio*
- Created and integrated **3D assets, props, and basic animations** to support gameplay and visual consistency
- Designed **environment layouts and asset placement**, focusing on player navigation and scene composition
- Created **graphic design materials and promotional videos** for a school client using *Canva*, *Photoshop*, and *DaVinci Resolve*
- Developed visuals based on **client requirements**, ensuring clear communication and engagement
- Edited video content in *DaVinci Resolve* to produce **clean and presentable promotional outputs**
- Incorporated **feedback and revisions** to meet client expectations
- Managed **independent project workflows**, balancing multiple creative and technical tasks

PROJECTS



Remnants - The Fragments of My Life

- Designed and developed a narrative driven board game inspired by astronomy concepts
- Created a gameplay system representing Earth's atmospheric layers as life stages

LANGUAGES



- English
- Telugu
- Hindi
- Odia
- French

HOBBIES



- Astronomy and space exploration
- Automotive design and mechanics
- Video games and interactive experiences
- Exploring emerging tools and creative workflows

- Focused on player progression, storytelling, and strategic decision making
- Developed core mechanics to balance engagement and conceptual depth