

MASHRU MISHU

CHARACTER ARTIST | WWW.FX81.COM | mashru21@hotmail.com | Cell: 347.981.3042

PROFILE

I love making characters and creatures for video games. I have over a decade of experience and have worked on 30+ game titles. It still feels fresh and interesting to me because I absolutely enjoy making art and learning new techniques and styles every day. I hope to continue making art and contribute to many more projects in the future.

SKILLS

- Realistic human and creature anatomy sculpting
- Stylized human and creature modeling and sculpting
- Hand-painted and photo-realistic texture painting
- Realistic costume and cloth sculpting
- Efficient lowpoly modeling and UV layout
- Strong understanding of materials definition
- R&D pipeline and tools improvement
- Optimize art production and scheduling
- Mentoring and training
- Strong communication

TOOLS

- Maya – advanced knowledge 15+ years
- Photoshop – expert knowledge 20+ years
- Mudbox – expert knowledge 15+ years
- Topogun
- Substance Painter
- Zbrush
- UDK
- CryEngine3
- Marvelous Designer
- 3ds Max

EXPERIENCE

July-2017
-Present

- Senior Character Artist – Cryptic Studios
Magic: Legends

May-2010
Apr-2018

- Freelance Artist - Self Employed
Created characters, creatures, weapons and props for 30+ game titles. (List 2nd page)

Jun-2013
Nov-2014

- Freelance Artist - Arkane Studios
Character artist on Dishonored 1 & 2

Apr-2013
Aug-2014

- Freelance Character Artist - RedLynx Studios
Character artist on Trials: Fusion, Evolution & DLC

Jun-2006
May-2010

- Character Artist - THQ Kaos Studios
Character artist on Frontlines and Homefront

EDUCATION

2002
to 2006

- School of Visual Arts - New York
Bachelor of Fine Arts, Computer Art. Deans List and Honors Student.

1996
to 1998

- GCSE O & A Level Exams - British Council, Bangladesh
Secondary and Advanced Secondary Exams

Project I worked on so far:

Call of Duty: Black Ops 4 (ArtBullyProduction / Treyarc, Activision)
Rage 2 (ArtBullyProduction / Avalance)
Fortnite (ArtBullyProduction / Epic)
Mars 2030 (ArtBullyProduction / FMG Labs)
Prey (ArtBully/ Bethesda/ Arkane)
Dropzone (Sparkypants)
Friday the 13th (ArtBullyProduction / Illfonic)
Overkill's The Walking Dead (Overkill/Starbreeze/Shapefarm)
Dishonored 2 (Arkane Studios)
Rise of the Tomg Raider (ArtBullyProduction / Crystal Dynamics)
Batman: Arkham Knight (Liquid Development/ WB/DC)
EVOLVE (Liquid Development/ Turtle Rock)
SOMA (ArtBullyProduction / Frictional Games)
Devil's Third (Shapefarm / Valhalla Studios)
Dishonored: Brigmore Witches DLC (Arkane Studios)
Dishonored: Knife of Dunwall DLC (Arkane Studios)
Dishonored (Arkane Studios)
Hawken (Adhesive Games)
Gangstar 4 (Gameloft Montreal)
Gangstar 3 (Gameloft Montreal)
Modern Combat 4 (Gameloft Montreal)
AMD Ruby Tech Demo (ArtBullyProduction / Illfonic)
Star Trek (ArtBullyProduction / Digital Extremes)
Trials Fusion (Redlynx / Ubisoft)
Trials Evolution: Gold Edition (Redlynx)
Trials Evolution: Origin of Pain (Redlynx)
Trials Evolution (Redlynx)
Ben 10: Omniverse (ArtBullyProduction / Vicious Cycle)
Counter-Strike: Global Offensive (ArtBullyProduction / Valve)
Doom 4 (id software)
Firefall (Liquid Development / Red5 Studios)
Infamous 2 (Valkyrie)
Alli Skate (4MM Games)
Fear3 (Exis/ Day1Studios)
Natural Selection 2 (ArtBullyProduction / Unknown Worlds)
The Darkness 2 (ArtBullyProduction / Digital Extremes)
Frontlines: Fuel of War (Kaos/THQ)
Homefront (Kaos/THQ)
Deep Black (Biert)
Nexuiz (ArtBullyProduction / Illfonic)

LinkedIn:

<https://www.linkedin.com/in/mashru>