



# Saurav.S

3D Generalist | Game Art | Animation

**ARTSTATION** : [sauravbeena.artstation.com](http://sauravbeena.artstation.com)

**YOUTUBE** : [www.youtube.com/@SBArtz](http://www.youtube.com/@SBArtz)

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Coimbatore



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## Total Experience - 5+ years

### 3D Generalist

*TCP International*

*(June 2022- Present) 4 years*

#### Automotive Projects:

- Designed hard-surface assets/mechanically accurate rigs, created complex rigged animations; produced cinematic videos ensuring visual fidelity and technical storytelling.
- Delivered high-quality 3D models/animations for clients like *FCP Euro, Advance Auto Parts*.

#### Medical Infomercial Videos:

- Produced high-quality medical animations illustrating complex biological processes
- Built organic models and soft-body simulations for realistic anatomical motion
- Rigged and animated characters for medical and infomercial content

#### Product Animations

Created professional-grade product animations for the automotive and medical industries, showcasing product functionality, real-world applications, and key technical features that differentiate products from competitors.

#### Freelancing

*(June 2021 - June 2022) 1 Year*



### Core Competencies

- **Team Collaboration:** Collaborated effectively with cross-functional teams to deliver projects on schedule.
- **Result-Driven Execution:** Delivering high-quality, client-ready 3D visuals aligned with project goals and deadlines
- **Production Efficiency:** Maintaining consistency and quality across multiple projects in fast-paced environments
- **Quick Learner:** Able to learn any software or techniques quickly and grasp the understanding and concepts of any project/work given to me.



### Education

**Diploma in Game Arts**  
**(2018-2020)**

*Yellow Tree Academy  
Coimbatore*

**B.Sc. VISCOM**  
**(2017-2021)**

*Dr.G.R,Damodaran  
College  
of Science*



## Skills

Blender  
After Effects  
Photoshop  
Zbrush  
Unreal Engine  
3ds Max  
Substance Painter  
Premiere Pro



## Expertise

Modelling  
Rigging  
Animation  
Lighting & Texturing  
Compositing  
Game-Ready Assets  
Real-Time Rendering  
Simulations



## About Me

3D Generalist with 5+ years of experience in 3D modeling, animation, product visualization, and game asset creation. Specialized in creating production-ready assets, animations, and real-time experiences for games and interactive media.