Savidu Karunaratne

Showreel   Linked In
Art Station   Instagram
https://savidu.art/   saviduhk@gmail.com

PROFILE

I am a graduate 3D artist from the Computer Animation program by the University of South Wales with a generalist skill set. I'm currently looking for opportunities to get hands-on experience & learn all aspects of 3D art & animation pertaining to Video Games. Personal accomplishment of mine is that I secured first place as best CG Artist in the USW Computer Animation Show 2023.

TECHNICAL SKILLS

Familiar software includes,

- Blender
- Maya
- Unreal Engine
- Unity

- Substance Painter
- Substance Designer
- Marmoset Toolbag
- Davinci Resolve

Knowledge in the high poly to low poly workflow. Knowledge in game engines. Physically Based Rendering Techniques, Real-Time lighting. Some experience in Houdini Procedural tool creation with integration into Unreal Engine.

RELEVANT EXPERIENCE

Grease Pencil, Colombo Sri Lanka- *3D Artist Intern*

JUNE 2019 - SEP 2019

- Worked as the primary 3D modeller to help with ongoing projects, such as product visualisation for advertisements and props and objects for VR Projects.

CREATIVE EXPERIENCE

Ludum Dare 50 - *3D Artist*

APRIL 2022

- Competed in the 20th Anniversary of the Ludum Dare game Jam to create a game in 72 hours. As a member of a team of 4 and responsible for all aspects of 3D modelling and animations.

GMTK JAM 2021 - *3D Artist*

JUNE 2021

- Participated in the annual GMTK game jam where I worked as a member of a team of 5 to make a fully functional video-game in 48 hours. I was responsible for most of the 3D art work and animations.

EDUCATION

University of South Wales (United Kingdom) - *BA Computer Animation Degree*

SEPTEMBER 2022 - JULY 2023

Collaboration on a 3D animated short-film rendered in Unreal Engine. Houdini as a procedural tool creator. Lighting and Rendering in Blender cycles. Rigging props in Maya.

Hoggard (Sri Lanka) - *HND in VFX & Animations*

JANUARY 2019 - JANUARY 2022

Studied the full 3D pipeline required for computer animation, from concept to final animation.

Monash University (Australia) - *BEng in Mechatronics Engineering (Incomplete)*

FEBRUARY 2017 - DECEMBER 2018

Was introduced to the world of 3D through CAD programs for Engineering Design(MEC2402). Introduction to 3D Art (FIT 1033)

NIBM (Sri Lanka) - *Certificate in Computer Programming*

SEPTEMBER 2016 - JANUARY 2017

Stafford International School (Sri Lanka) - *Cambridge Advanced Levels*

MAY 2014 - AUGUST 2016

Physics - A, Mathematics - C, Computer Science - C

HOBBIES AND INTERESTS

In my spare time I like to partake in Game Jams with my friends. As it's a great way to express myself creatively, while getting a break from my usual work. Added benefit of it being just a few days long at most.

I also have an interest in making VR games. As such I am currently teaching myself to code in C++ using Unreal Engine and learning about game optimization. As I would like to learn what it takes to make games that both look great and are not resource intensive for VR applications.