Jyoti Bhoir
Technical Art Lead
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Experience

With over 12+ years of experience in the mobile gaming industry, I have a deep technical understanding of mobile game art as well as a broad knowledge of game art development. My expertise lies in game optimization for the mobile platform and also setting technical guidelines for the team. I am also quite skilled in creating Unity FX, environment arts and shaders using Unity plugins. Have successfully delivered several titles during my years of work for both Android and iOS platforms.

Skills

Art and Technical Skills	Modeling, Texturing, Lighting, VFX, Shader creation, Character integration in Unity3D, UI integration, Art Optimization, Draw call optimization, Postprocessing
Game Engines	Unity 3d Editor, Intermediate knowledge of Unreal Engine
Art Tools	Autodesk Maya, 3ds Max, Photoshop, Zbrush, Photoshop
Shader Plug-ins	Amplify Shader Editor, Shader Graph
Project Management	Project time estimates, Art pipeline, Time tracking sheet, Understanding client's requirements and communicating those with the art team

Work & Project Experience

Kwalee India Pvt. Ltd -   Senior Technical Artist (May-2024- Present)

As a technical artist I work with programmers to set the art pipeline and make game ready assets(UI screens, VFX, custom shaders), Optimization and fixing art issues during development process.
Games - Puzzle & Cats (Puzzle-Match chain)

PurpleTalk India Pvt. Ltd - Yesgnome - Technical Art Lead (April-2017- May-2024)

At Yesgnome, I have had the opportunity to work on multiple IPs, client projects, and in-house games. Being part of a smaller production team allowed me to adapt my role based on project requirements, providing exposure to various aspects of game development. My responsibilities have included creating initial client proposals, understanding client requirements, providing high-level time estimates, and designing detailed production pipelines. Additionally, I have handled time tracking, team management, troubleshooting, game art production (including art implementation in Unity and creating game-ready assets for programmers), as well as shader development and Unity VFX creation. My core expertise lies in optimization and improving FPS performance across targeted platforms.

Games -
- Kingsman:The Secret Service Game(Foxnext)
- Adventure Times(Cartoon Network)- worked on FPS improvement
- Polymatch and BlockDrop(GameSnacks)
- RMGs- Cricket, Pool clash, Bingo, Solitaire, Bubble shooter, RRR(Endless Runner), Hunting(Deer Hunter)
- Apocalypse Hero Tower Defence (WIMO)
- Topsoil

Games2Win - Senior 3D Unity Artist(July-2015- December-2015)

With Games2Win, I had an opportunity to work on driving simulation. I worked on level modelling, texturing, Light baking and Optimization. I also worked on streamline the art production pipeline and folder structures and optimization.

Games:
- High school Driving Test- Car driving simulation, designed for Android and iOS
- Car Driving & Parking school-Car driving simulation, designed for Android and iOS

Apar Games - 3d Game Artist /Unity Artist (October 2012- May 2015)
Games:
- Twilight Zone(Legacy Games) - Hidden object game created for PC
- Crime Mystery And The Adventures- Role playing hidden object game
- Empire of Billionaire- City building strategy game

Freelancing(Indusgeeks Solutions)- 3d Artist(October 2011- December 2012)
- Worked on low poly characters for medical simulation

Indusgeeks Solutions PVT. Ltd. - 3d Graphics Designer(March 2009- July2011) Games:
- Flipside was a virtual browser based environment created for small businesses to connect in a productive work environment

Education
Bachelor of Science (Multimedia) from Sikkim Manipal University(2006-2008)