

Jyoti Bhoir

Technical Artist

✉ jyo.kb36@gmail.com — ☎ +91 9819357780 — 🌐 www.jyotiitechart.com — 🌐 LinkedIn

Experience

With over 13+ 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 setting technical guidelines for the team. Skilled in Unity FX, environment arts, and shaders using Unity plugins. Successfully delivered several titles for 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
Shader Plug-ins	Amplify Shader Editor, Shader Graph
Project Management	Project time estimates, Art pipeline, Time tracking documents, Understanding client requirements and communicating with the art team

Work & Project Experience

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

As a Technical Artist, I collaborate with programmers to establish the art pipeline, create game-ready assets (Unity implementation for UI screens, VFX, custom shaders), handle optimization, and resolve art-related issues throughout the development process.

Games

- Hex Explorer
- Puzzle & Cats (Puzzle-Match chain)

PurpleTalk India Pvt. Ltd / YesGnome (Apr 2017 – May 2024) – Technical Art Lead

At Yesgnome, I had the opportunity to work on multiple IPs, client projects, and in-house games. Being part of a small production team required me to adapt my role to meet project needs, giving me exposure to diverse aspects of game development. My responsibilities included preparing initial client proposals, gathering and analyzing requirements, providing high-level time estimates, and designing detailed production pipelines. I also managed time tracking, team coordination, troubleshooting, and game art production—covering both Unity art implementation and the creation of game-ready assets for programmers. In addition, I contributed to shader development and Unity VFX creation. My key strength lies in optimization and enhancing FPS performance across target 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 (Amazon Prime games)

Games2Win (Jul 2015 – Dec 2015) – Senior 3D Unity Artist

At Games2Win, I had the opportunity to work on a driving simulation project, where I contributed to level modeling, texturing, light baking, and optimization. I also streamlined the art production pipeline and organized folder structures to improve workflow efficiency.

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 (Oct 2012 – May 2015) – 3D Game Artist / Unity Artist

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) (Oct 2011 – Dec 2012) – 3D Artist

- Worked on low-poly characters for medical simulation.

Indusgeeks Solutions Pvt. Ltd (Mar 2009 – Jul 2011) – 3D Graphics Designer

Games

- Flipside was a virtual browser based environment created for small businesses to connect in a productive work environment

Education

- Bachelor of Science (Multimedia), Sikkim Manipal University (2006–2008)