

# Jyoti Bhoir

## Technical Artist

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## Experience

With over 14 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. I actively integrate AI tools into the art workflow and have developed Unity tools to reduce iterations. Successfully delivered several titles for Android and iOS platforms.

## Skills

<b>Art and Technical Skills</b>	Modeling, Texturing, Lighting, VFX, Shader creation, Character integration in Unity3D, UI integration, Art Optimization, Draw call optimization, Postprocessing
<b>Game Engines</b>	Unity 3D Editor, Intermediate knowledge of Unreal Engine
<b>Art Tools</b>	Autodesk Maya, 3ds Max, Photoshop, After Effects
<b>Shader Plug-ins</b>	Amplify Shader Editor, Shader Graph
<b>Project Management</b>	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) – Lead 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. I use AI tools to automate and streamline repetitive pipeline tasks, significantly increasing production speed and iteration efficiency.

**Games:** Hex Explorer, Puzzles And Cats(match 3)

### PurpleTalk India Pvt.Ltd / YesGnome(Apr 2017– May 2024)– Senior 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)