

SAAHIL DHAR

CONCEPT ARTIST & ILLUSTRATOR

CONTACT

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LINKS

www.saahildhar.com

[linkedin.com/in/saahildhar/](https://www.linkedin.com/in/saahildhar/)

SKILLS

Character Design
Environment Design
Illustration
Life Drawing
Portraiture
Sculpting
3D modeling
Storyboarding

TOOLS

Graphite & Ink
Adobe Photoshop
Autodesk Maya
Pixologic Zbrush
Unreal Engine 4

HOBBIES

Writing, psychology,
photography, history,
mythology, yoga, karate,
trekking, swimming

PROFILE

Passionate, driven and versatile artist with proficiency in concept art, illustration and 3D art & lighting. Wide range of game design, visual design and storytelling principles brought to crafting visuals for games. Keen understanding of 2D and 3D visual design fundamentals, tools and techniques. Highly adaptable and composed under pressure, with a pragmatic approach to creative problem solving. Deeply focused approach to work while being ever ready to collaborate with fellow artists. Always eager to learn from feedback and criticism to better my craft.

THESIS PROJECT EXPERIENCE

Lead Artist at Lo_Ki Games, Oakville

September 2018 – April 2019

Developed and published a fantasy time-trial FPS over 8 months of development time on a 6 person team.

- Created character and environment concept art to guide visual development.
- Researched architectural styles & materials to conceive a striking, unique aesthetic.
- Orchestrated lighting for every level in Unreal Engine 4, done in 3 passes over 1 month.
- Created all 3D architectural assets and shaders for materials like lava and caustic crystal.
- Illustrated high quality Marketing Art of the player character for publishing and exhibition.
- Directed fellow teammates to achieve coherent ludo-visual design.
- Delivered consistent output and maintained work ethic under tight deadlines and crunch.
- Exhibited our game, "Xeno Trigger" at Toronto's "Level Up!" expo to overwhelmingly positive audience reception.

CO-OP EXPERIENCE

Marketing Artist at Dead Cell Games, Oakville

May 2018 – August 2018

Produced high quality marketing illustrations for Dead Cell Games' flagship title "Grand Vault" depicting the game's lead characters.

- Followed art direction carefully to solve illustration and composition problems.
- Remained faithful to original character designs while adding striking embellishments.
- Maintained prompt and fluid communication throughout the process.
- Illustrations featured prominently on Dead Cell Games' website homepage.

EDUCATION

Sheridan College, Oakville

September 2015 – April 2019

Degree: Honours Bachelor of Game Design

- 3.6 GPA
- Advanced 2D and 3D Visual Development training. ('A' Average in over 6 courses)

REFERENCES

References available upon request