SNIGDHA SAIKIA

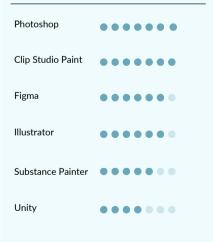## VISUAL DESIGNER AND CONCEPT ARTIST

CONTACT

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✉ snigdha.chaya.saikia@gmail.com

🌐 snigdhasaikia.com/

EXPERTISE SKILLS

- Visual Design
- UI/UX
- Concept Art
- 2D Illustration
- Character Design (2d)

SOFTWARE SKILLS

Photoshop ● ● ● ● ● ● ● ○

Clip Studio Paint ● ● ● ● ● ● ● ○

Figma ● ● ● ● ● ● ○ ○

Illustrator ● ● ● ● ● ● ○ ○

Substance Painter ● ● ● ● ○ ○ ○ ○

Unity ● ● ● ● ○ ○ ○ ○

INTEREST

🎮 Gaming

📖 Reading

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01 ABOUT ME

Hello! I'm a Games Visual Designer, and Concept artist with 4 years of experience. I have experience with Unity 3d environment design, UI/UX for games, illustration, and visual design.

02 EXPERIENCE

Terra   Feb 2023-Present
Visual Designer - Games

Domain:
Visual Design, UI/UX, 3D Environment

Responsibilities:
   In my present role at Terra, my responsibilities include visual design and scene setup for games, creating UI for games, and UX flows.

- UI/UX for games.
- Moodboards, visual direction, and scene setup for games.
- Providing Art Direction to the 3D team for in-game assets.
- Creating seamless global textures for 3d environments
- Integration of UI and 3D elements in Unity.

PlayShifu Aug 2021-Feb 2023
Concept Artist

Domain:
Game Art, Concept Art, Animation, Texturing

Responsibilities:
   In my present role at PlayShifu, my responsibilities include creating concept, sketches, fully rendered game art, sprites for animation, UI and Game HUD elements, and textures for 3d models for AR/VR toys and games. I have also created art for interactive books, and digitally available stories.

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- Creating splash screens, level select screens, loading pages, environments, and other in-game assets.
- Creating 2d sprites for animation.
- Character design, exploratory sketches, and full renders with expressions, turn arounds, and vowel sprites for speech animation.
- Creating seamless global textures for 3d environments
- Painting 3d models with unique textures optimized for Unity.

Vincell Studios Feb 2020 - Aug 2021
Concept Artist

Domain:
Concept Art, Character Design, Environment Art

Responsibilities:
My role at Vincell Studios involved creating, editing, and reviewing environment art, character designs, and in-game assets for puzzle based games.

- Concept art, and layout design for environments.
- Working on character sketches and references.
- Research on environments, mood, characters, story arc, and colour palettes.
- Review and finalization of artwork.

03 EDUCATION

Cotton University 2016-2018
Master's degree in English Literature

Handique Girls' College 2012-2016
Bachelor's degree in English Literature