

HARSHIT KUMAR

Senior Technical Artist | Technical Artist | 3D Artist
Faridabad, Haryana, India
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PROFESSIONAL SUMMARY

Senior Technical Artist with 5+ years of experience in Technical Art, Real-Time Content Production, and Interactive Game Development across Unity, Blender, and Adobe Creative Suite. Strong expertise in asset integration, animation pipelines, performance optimization, and end-to-end production workflows for real-time applications and game-style experiences.

Experienced in developing **casual casino-style games (Fruit Ninja-like mechanics, slot-style interactions, and arcade gameplay systems in Unity)**, along with building **custom tools, scripts, and plugins for Adobe After Effects, Blender, and Unity using Python and ExtendScript** to automate production pipelines and improve team efficiency.

Proven ability to bridge creative and engineering teams, ensuring high-quality asset delivery, strict technical compliance, and optimized real-time performance in fast-paced Agile environments.

CORE SKILLS

Technical Art & Game Production

Asset Integration • Content Implementation • Casino-style Game Development • Real-Time Game Pipelines • Asset Optimization • Performance Optimization • Production Pipelines • QA • Peer Reviews • Technical Documentation • Workflow Automation • Troubleshooting

Design & Animation

Adobe After Effects • Photoshop • Illustrator • Animate • Motion Graphics • 2D Graphics • Animation Principles • Visual Effects • UI Animation

3D & Real-Time Development

Blender • Unity • Real-Time Rendering • Environment Design • Interactive Experience Development • AR/VR Content • Casual Game Development (Arcade & Casino-style mechanics)

Scripting & Tools Development

Python • ExtendScript (After Effects) • Unity C# Scripting • Blender Python API • Tool & Plugin Development • Automation Pipelines

Collaboration & Workflow

Perforce • Git • GitHub • Agile Scrum • Microsoft Office Suite • Cross-functional Team Collaboration

PROFESSIONAL EXPERIENCE

CVENT

Senior Technical Artist / Technical 3D Artist
Jan 2024 – Present

- Deliver large-scale real-time visualization, animation, and interactive content projects for enterprise and game-style applications.
 - Developed **casual casino-style Unity games (Fruit Ninja-inspired mechanics, arcade interaction systems, and real-time gameplay prototypes)** as part of interactive experience pipelines.
 - Create optimized production-ready 2D/3D assets, environments, animations, motion graphics, and VFX using Blender, After Effects, and Photoshop.
 - Build and maintain **custom automation tools and plugins for Blender, Unity, and Adobe After Effects using Python and ExtendScript** to streamline production workflows.
 - Collaborate with developers, designers, and stakeholders to ensure seamless asset integration and gameplay implementation.
 - Handle full asset lifecycle: integration, optimization, validation, and performance tuning for real-time applications.
 - Conduct peer reviews and enforce quality assurance standards across production pipelines.
 - Maintain structured asset libraries, naming conventions, and documentation standards across multiple projects.
 - Use Perforce, Git, and GitHub for version control and collaborative workflows.
 - Participate in Agile Scrum processes including sprint planning, reviews, and delivery tracking.
 - Troubleshoot real-time performance and implementation issues in Unity-based interactive systems.
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QUEPPELIN TECHNOLOGY SOLUTIONS

3D Technical & FX Artist

Apr 2022 – Aug 2023

- Developed AR, Metaverse, NFT, and interactive real-time experiences for global clients.
 - Created 3D assets, animations, and VFX for real-time applications and interactive environments.
 - Integrated assets into Unity-based pipelines with performance optimization for real-time deployment.
 - Maintained technical documentation, production standards, and asset pipelines.
 - Performed testing, debugging, and optimization for real-time interactive systems.
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KAMIWAZA TECHNOLOGY SOLUTIONS

2D/3D Generalist

Jan 2021 – Feb 2022

- Created motion graphics, marketing animations, and digital content using Adobe Creative Suite.
 - Produced 2D/3D assets for campaigns and interactive media.
 - Supported production pipeline improvements and asset optimization workflows.
 - Collaborated with creative teams on animation and visual problem-solving.
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EDUCATION

Bachelor of Vocation (B.Voc) – Film Making & Animation

Jagannath Institute of Management Sciences (JIMS)