

Sarankan Loganathan - CV

mob no: 07966371655

email: sarankanart@gmail.com

<http://www.sarankanart.co.uk/>

Character art has always inspired me and the immersive experience in video games naturally motivated me to create characters of my very own and consequently it has become my greatest passion. The human anatomy never ceases to amaze me; how the human body functions from a mechanical standpoint is truly impressive and I try to capture this in my work to the best of my abilities. Since joining university I have become more technically competent; learning new softwares and skills to aid me in becoming a better character artist. Posting work in forums for feedback had enabled me to connect with other industry professionals to further expand my skills both artistically and technically in the character creation pipeline.

I enjoy working with other people/team and my first experience of this was in university and from then onwards I continue to do projects involving others to help me expand my team skills as it is very important to have good communication skills so i can effectively function within the team. Since starting work, I have also improved in time management and various other industry specific skills like working with internal systems to effectively complete tasks.

Qualifications

De Montfort University (2010 – 2013) Game Art Design BA 1st class honours

De Montfort University Art foundation (2009 - 2010)

A/AS - Fine Art, Graphics

Technical Skills

3ds Max - very confident 3+ years, high/low poly modelling, baking, rendering

Photoshop - 7+ years very confident

Zbrush - 3+ years very confident

Mudbox- fairly confident

Bodypaint- fairly confident

Maya - general understanding

Unreal Development Kit- General understanding of workflows, level building, shader creation

Perforce (Internal Management Systems) - general understanding.

Experience

Solis Consulting Group: 3 months (Oct 12 - Dec 12)

Freelance Graphic Illustration

Character Artist at Lockwood Publishing: 6 months (Dec 2013 - Jun 2014)

Since Lockwood I have been expanding my skills with online workshops. I also recently took part in a graduate art contest (hosted by creative assembly) and came second place.