

# RUPY BHOGAL

## Concept Artist

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## PROFILE

- A passionate Artist and forward thinker who is seeking the opportunity to collaborate with like-minded individuals in the creation and execution of appealing art works in the entertainment industry

## SKILLS

- Proficient and confident in design software including Adobe Photoshop CS3/CS5, Adobe Illustrator CS3, Maya 7/8, 3D Max 8, Z Brush. Corel Painter, Combustion, Turbo Cad, Sketchbook Pro, Adobe Aftereffects, Nuke, Flash, and Microsoft Office

## EDUCATION

2005 - 2007

Seneca College: 2D / 3D Animation (3 year diploma)

- Extensive knowledge of story-boarding, life drawing techniques, character & environmental designing
- Proficient and confident creating models, level designing, concepts and digital paintings using Maya.
- Proficient in various game design processes including texturing, animating, level designing, modelling and lighting

2005

Workshop Portfolio Class

- Obtained in-depth knowledge of life drawing, environmental and character design & human anatomy

2001 - 2003

RCC College of Technology: Honours Diploma in Computer Networks Engineering Technician and Technologist Program (OACETT & CTAB Accredited)

## WORK

2011 - Current

ToonBox Entertainment: Designer

- Primarily responsible for the creation of all props, and environments as well as textures and colour keys for various animated projects including a feature film

2007 - Current

Freelance Concept Artist

- To date have worked on a variety of projects requiring extensive original Concept Art and Illustration in an array of subject matter and styles. Such work has been created from start to completion using both traditional and digital media. These works have additionally required understanding, flexibility, great communication, teamwork and leadership skills

CLIENTS: Psyonix Studio, Conquest, VRX Studios

2009 - 2011

Waisoft: Concept Artist

- Lead Concept Artist responsible for the creation and execution of concepts in various forms including sketches, drawings and fully rendered digital paintings for a new sandbox MMO RPG PC game titled Dawntide
- Subject matter includes characters, environments, weapons and GUI elements, maps and icons

## ACTIVITIES / INTERESTS

- Continuously seeking out new methods to improve and upgrade my digital art creation through courses taken via CGSOCIETY and CGHUB such as Advanced Matte Painting, 3D Modelling for Gaming, Environmental Painting and Bobby Chiu's Digital Painting Class through IMAGINISM STUDIOS
- Movies, Hockey, Game Boards, Anime and Video Games, Travelling, Comics, Languages, Collecting art books and figurines, Sudoku, Bubble Tea

References Available Upon Request