Srish Venkat
Mobile: +91 9108001634

srishvs7@gmail.com | [Srish's Portfolio](#) | [LinkedIn Profile](#) | [Showreel](#)

Professional Summary

Creative Lead | Senior Concept Artist | Visualizer

Overview:

Throughout my career, I ensure that my passion and enthusiasm has always shown through in my work, but never at the cost of the timeline, or the client requirements. I started as a concept artist, and a storyboard artist. I have extensive experience in creating environments, characters, props, weapons, and other game assets. Graphic Design and illustration work are other areas I am experienced in, with knowledge in Adobe Photoshop, Illustrator, Procreate and more softwares. Apart from having additional experience using editing softwares such as Davinci Resolve, FCP and Adobe Premiere Pro, it is also important to be up to date with current technology. Therefore, it is important to know that I also have knowledge using AI assistive softwares such as Midjourney, Stable Diffusion, and more.

I thrive on challenges like tight deadlines and incorporating visuals as needed. The biggest obstacle apart from time management, in any industry, comes down to communication.This has proved to be an easy obstacle to overcome as I can understand client requirements and their mindsets immediately. I am open to any constructive criticism, flexible to imply necessary changes, and work towards the intended goal, while still being on the clock. I ensure that the work environment that I create always brings out the best quality of output from my team, while also doing my best to make it an enjoyable and enriching experience for them.

Career Goals: Seeking opportunities as an Art Director, Assistant Art Director, Senior Concept Artist, Senior Visualizer, or Creative Lead.

Skills:

- **Technical Skills:** Adobe Photoshop, Illustrator, Procreate, Davinci Resolve, Premier Pro, Blender, Figma, Canva, AI assistive software (Midjourney, Stable Diffusion).
- **Soft Skills:** Strong communication, team leadership, client management, time management, creative ideation, problem-solving.

Key Responsible Areas:

✔ Work on creating character design sheets, environment art, prop designs, lighting reference sheets and setting the overall colour palette for the film/ project.
✔ Work closely with external (Client end) and internal creative teams to balance creativity and on - time deliveries.
✔ Work closely with the Art Director and Creative Director, to define the overall style, theme and mood of a film/project.
✔ Work on setting the story, storyboards, mood boards and production timelines.
✔ Represented the company with clients.
✔ Additionally, working closely with clients to understand the brief, putting forward ideas, locking on the script and timeline.
✔ Creating graphics, logos, illustrations, layouts, basic UI elements and rough animatics.
✔ Overlooking each department internally, from storyboard stage, up to final output and QC.
✔ Ensure internal teams align themselves with the client requirement and deliver a world-class client experience from its initial stages to the final delivery of each project.
✔ Reporting progress status to client & management.
✔ Overseeing all deliverables, ensuring milestones are met successfully.
✔ Monitoring team's performance and maximising creative potential .
✔ Motivate, Influence, lead teams to deliver quality work that is in alignment with client requirements and the organisation's interest.

Work Summary

Senior Concept Artist, Cosmos Maya, Work From Home   **(JAN 2024 – PRESENT)**

● Primary responsibilities: Environment design, character designs, expression sheets, episodic props.

● Environment creation in isometric views, thumbnails for characters, vehicles and props

● Colour blocking, creating texture notes and guiding lighting/texturing/modelling departments.

● 2D graphic design: On-screen 2D graphics, stickers, emoticons, title cards.

● Episodical YouTube thumbnail design creation

● Creating matte paintings.

● Project names: PAW PATROL miniseries, Angry Birds series (TBA)

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Freelance Concept Artist   **(OCT 2023 – DEC 2023)**

- Created character designs, environment art, and props for indie game developers.

- Developed storyboards and visual concepts for animated short films and advertisements.

- Collaborated with remote teams to ensure cohesive and timely project completion.

- 2D graphic design work for advertising firms and brands.

Creative Lead/ Visualizer, Byfar Studios, Bangalore   **(JUNE 2022 – SEPT 2023)**

- Primary responsibilities: Guiding the team in terms of visual aesthetic, overall look and feel, direction, ideation, and storyboarding

- Understanding client requirements, managing quality expectations, creating various graphics, illustrations, text graphics and creative visuals for game cinematics, trailers, hoardings, billboards, LED screens, anamorphic walls, UI elements for interactive screens, etc, ensuring on - time delivery and final quality check.

- Character designs and environment concept art for game cinematic trailers, ad films, product films, interactive displays, and more.

- Cinematic trailer ideation, storyboarding, and direction.

- Worked on editing software programs such as Davinci Resolve and Premiere Pro, Final Cut Pro to create final edits for ad and product films.

Senior Game Concept Artist, TAKELEAP, Bangalore   **(DEC 2021 – JUNE 2022)**

- Primary responsibilities: Creating character designs, environments, props, weapons, collectible items, power-ups, interior environment art, level designs and gameplay layouts.

- Worked on creating and delivering over 5000 in-game assets.

- Initial game mechanics and level building ideation

- Handling and guiding junior 2D and 3D artists to create more in-game assets and items.

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Concept artist and Storyboard artist at Rolling Dice Studios, Bangalore   **(AUG 2017 – NOV 2021)**

- Primary responsibilities: Storyboarding, creating character designs, character turnarounds, scene layouts, mood boards, environment designs, prop designs and pitching ideas for potential IPs.

- Created storyboards and concept art for over 70+ animated films projects which include clients like Amazon, Lenovo, One Plus, Foodpanda and many more.

- Complete overlooking of multiple Amazon advertisement films.

Education and Training

- **Education:** Bachelor of Science - Film Making (First ranker - Gold Medalist)

- **Softwares:** Photoshop, Illustrator, Procreate, Davinci Resolve, Premier Pro, Blender, Figma, Canva

- **Pipelines Managed:** Maya, 3DS Max, Vantage, After Effects, Lumion, ZBrush, Sketchup, Houdini,

- **Certificated courses:**

  Fundamentals of Art and Design

  Character Concept Art and Design

  Environment Concept Art and Design

  Prop Design & Basic Vehicle Design for games