

# Chandan Singh

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## About

I'm a technical and creative artist for conventional, interactive, and immersive mediums with 14+ years of experience creating class-leading artwork and 9+ years of managing and training creative positions. I have a proven record of pushing the visuals of new generations of games and content for multiple AAA games for consoles, PCs, and mobile ranging from the Nintendo Wii to PS4 / Xbox One and VR. Across my career, I have trained teams and set up production pipelines for teams of sizes from 30 to 300.

## Skills

- Game development using Unreal, Unity3D, CryEngine, Source, Infernal and several proprietary engines and middleware tools
- Developed for shipped titles for VR, PC, PS4, PS3, PSP, PS2, Xbox One, Xbox 360, Wii, iOS, and Android
- Conventional & procedural art creation using 3D tools (3Ds Max, Maya, Houdini) and visual design tools (Photoshop, Illustrator, Figma)
- Scripting and tool development using C# and Python
- Shader development and particle effect systems creation
- Rich experience with content optimization and memory, CPU and GPU performance profiling
- Firm understanding and application of game architecture, game and level design techniques
- Firm understanding and application of composition, layout, typography, color theory, and UX principles
- Setting up and maintaining efficient art pipeline between art packages and game engines
- Gameplay and mission scripting

## Experience

### Sandbox VR: Senior Technical Artist (Mar 2022 - present)

- Researching and building environments, effects and gameplay systems using a combination of shaders, particle systems and scripts
- Developing and implementing tools for various workflow requirements
- Profiling and performance optimization for VR titles

### Labster: Senior Technical Artist (Aug 2021 - Feb 2022)

- Developing and implementing new tools to be used in art production pipelines
- Profiling and performance optimization for various platforms
- Creating and maintaining technical documentation

### PlayGames24x7: Senior Technical Artist(Oct 2020 - Sep 2021)

- Responsible for setting up pipelines and workflows
- Training and setting up guidelines for internal teams and vendors
- Profiling and performance optimization for mobile platform projects

### SmartVizX: Head – Virtual Reality (Feb 2015 – Sep 2020)

- Responsible for leading the dev team to create visually impressive and highly optimized content for VR/AR, mobile and web
- Defining and designing and product features, visuals and UI/UX for Trezi - an immersive collaboration platform for the AEC industry
- Researching new hardware and software technologies for AR and VR based products

### Lakshya Digital: Senior Technical Artist (Feb 2014 -Feb 2015)

- Trained teams and set-up art direction and workflow for multiple AAA console and PC game titles
- Prominent game titles worked on: Kingdom Hearts 3, Bloodborne, Scalebound, Tekken 6

### BlueGiant Interactive: Senior Game Developer (Aug 2013 – Jan 2014)

- Created rapid prototypes of game mechanics and designs using primarily Unity3D
- Set-up and managed art pipeline, version control and project management systems
- Optimized art content, shaders and particle systems

### Lakshya Digital: Senior Technical Artist (Feb 2012 – Aug 2013)

- Trained teams and set-up art direction and workflow for multiple AAA console and PC game titles
- Prominent game titles worked on: Counter Strike: Global Offensive, WWE 2K13, Metal Gear Solid V: The Phantom Pain

### Trine Games: Environment/Technical Artist (Oct 2008 – Oct 2011)

- Worked on shipped titles for several console and PC games
- Roles included designing and creating levels, optimizing artwork for the target platform, writing shaders and particle systems and gameplay scripting

### Other

- Regular speaker at various game development conferences (IGDC, Unite India, local game dev meetups)
- Organized the VR track for India Game Developer Conference for two years
- Hosted and participated in multiple game jams