



Rishab Pendharkar

Senior 3D Surfacing Artist

EDUCATION

- **George Brown College, Toronto, ON [2016 - 2018]**
 - Game Development G-109
 - Advanced Diploma 2018
- **MIT-Institute of Design, Pune, India [2014 - 2016]**
 - Animation Design

WORK EXPERIENCE

- **Senior Surfacing Artist - Guru Studio - [Jan 2022 - Present]**
 - Paw Patrol [Episodic and Dev]
- **Lead Surfacing Artist - Guru Studio - [April 2022 - July 2022]:**
 - Charlotte's Web Studio test demo
- **3D Surfacing Artist - Guru Studio - [July 2018 - Jan 2022]:**
 - Paw Patrol [Episodic and Specials]
 - Mecha Builders studio test demo
 - *Unannounced* studio test demo
- **Peer Tutoring in 3D Environment Modeling - George Brown College [2017-2018]**

SKILLSET

- **Surfacing:**
 - Substance Designer
 - Substance Painter
 - UV Layout
 - Rizom UV
 - Blender
 - ZBrush
- **Modeling**
 - Maya
 - Blender
 - ZBrush
- **Renderers**
 - V-RAY
 - Redshift
 - Cycles/Eevee
 - Unreal Engine 4

INFO

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- **Portfolio:** www.ray3dportfolio.com

Available On:

