

Resume

RAJDEEP GHOSAL

Concept Artist and 3D Modeler

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Website-

www.rajdeepghosal.com

EDUCATION

2000-2004

Bachelor Of Fine Arts(B.F.A)- DCA (Delhi college Of Art)

WORK EXPERIENCE (13 years)

October 2016- Till Date

Hike Messenger PVT- Senior Designer, Group Head

Responsibilities-

Creating stickers for message (animated and static)

Managing vendors for quality check on outsourced work

Managing internal team

Troubleshooting problems in sticker creation

innovate new ideas for the application
Setting yearly milestones
Enhancing the internal team skill

March 2013- May 2016
Rabbithole India - Consultant

Responsibilities-

Quality check of final creative design
Making storyboards for advertisement campaigns.
Campaign ideation.
Making illustrations for illustrative campaigns.
Handling creative queries in client meetings

Sep 2011 - Jan 2013
Digivaasi - Art Lead

Responsibilities-

Quality check of final creative design
Making storyboards for advertisement campaigns.
Campaign ideation.
Making illustrations for illustrative campaigns and animation videos.
Managing internal team.

PROJECTS-

Topper Horlicks

Topper Bilt

Chokola

Aircel

Tropicana

Wonders of web
Expedia

Feb 2011 - Sep 2011

Pre production lecturer and HOD in Global School Of Animation

Responsibilities-

Making yearly syllabus
Conducting exams
Arranging materials and equipments for the course
Arranging practical classes
Managing internal faculty
Innovating new implementations in syllabus.
Arranging live models for life study.

May 2008- Dec 2010

Trine animation- 3D Modeler and Lead Concept Artist

Responsibilities-

Making conceptual art of game assets and characters in preproduction process
Making 3D models of characters and environment
Creating icons for user interface design
Quality check on other internal concept artist's work

PROJECTS-

Gothic4
Spellforce expansion
EA Cricket

Gully cricket
Legends of great India
Wii yoga
Hardy boys

Feb 2007 - April 2008

LAKSHYA DIGITAL-3D Modeler and Concept Artist

Responsibilities-

Making conceptual art of game assets and characters in preproduction process

Making 3D models of characters and environment

PROJECTS-

Swordfish

My Little Pony

Airtight

Disney Test

Acony

Saw

Left

Icarus

Valhalla

Shortfuze

Toca

June 2005 - Feb 2007

3D Solution – 3D Modeler and Texture Artist

Responsibilities-

Making 3D models of vehicles
Creating Textures for vehicle tail lights

Vehicle modeling projects.

Softwares

3D: Maya, Z-brush

2D: Photoshop, Flash, Corel painter, Illustrator