

Sarabjeet Singh Bagga

Calgary, AB

[Sarab Arts](#)

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Career Profile:

Multi-talented and creative digital Illustrator knowledgeable in a wide array of 2D concept art, character modelling and texturing artist. Curious, self-motivated, creative, passionate, flexible, desire to learn, and deliver with confidence.

Software's:

- Pixologic ZBrush
- Adobe Substance 3D Painter
- Autodesk Maya
- Unreal Engine
- Adobe Premiere Pro
- Adobe Audition
- Adobe After Effects
- Adobe Photoshop
- Adobe Illustrator

Work Experience:

Graphic Designer

Tapptic Inc. - Calgary, AB

Nov 2023 - Present

- Conceptualizing and designing digital assets such as banners, social media graphics, website graphics, and email templates.
- Ensuring brand consistency across all digital platforms and materials.
- Collaborating with the marketing and advertising teams to develop design concepts that resonate with our target audience.
- Staying updated on the latest trends and best practices in digital marketing and advertising design.
- Working closely with copywriters, marketers, and other members of the creative team to deliver high-quality designs that meet project requirements.
- Communicating with clients to understand their design needs and incorporating feedback into final designs.
- Adapting designs for different digital channels and devices, ensuring responsiveness and usability.

CG Modeler (Intern)

Pipeline Studios Inc. - Hamilton, ON

May 2022 - Aug 2022

- Modelled appealing and production friendly models/characters for a 3D animated feature film.
- Delivered completed assets as per production schedule. (Modelled assets in Autodesk Maya for a TV animated series).
- Worked with rigging department to generate blend shapes and corrective- pose shapes and ensure compatibility with pipeline.
- Worked with modelling leads and the art director to understand the stylized version of the production.
- Ensured all deliverables meets the need of all receiving departments.

3D Generalist (Co-op)

Conestoga College - Kitchener, ON

Apr 2022 - Apr 2022

- Modelled, Textured and Rendered Computer-Generated assets in Autodesk Maya.
- Worked in a diverse team of modelers and animators.
- Created high-poly facial sculptures of elderly individuals, encompassing both male and female subjects. These sculptures proved invaluable in supporting the morphing team's efforts to animate the progression of wrinkles, seamlessly transitioning from a youthful appearance to an aged one.
- Worked closely with leads and Co-op teammates.
- Ensured all deliverables meet the needs of all receiving departments.

3D Artist

VR Xpert - Chandigarh, India

Jul 2019 - Aug 2021

- Produced CG assets/characters for games and prepared assets to be game-ready.
- Created effects for AR/VR Technology with Adobe after-effects.
- Worked in a diverse team of graphic designers, and Animators.
- Worked closely with leads and art director to understand the Unreal Engine pipeline.
- Handled multiple tasks simultaneously to meet the deadlines.

3D Sculptor and Texturing artist

X3D Studio - Mohali, India

Apr 2018 - Aug 2018

- Cleaned the mesh, re-sculpted and Textured high-quality scanned characters, and props for the 3D printing pipeline.
- Prepared 3D assets and textured to be game-ready.
- Worked in a diverse team of Sculptors and Poly-paint team.
- Delivered work on- time with proper label.
- Handled multiple tasks simultaneously to meet the deadlines.

3D Graphic Artist

CrazyPixel - Mumbai, India

Jul 2016 - Jan 2018

- Conceptualized from scratch and developed the high and low- value assets for casino slot games.
- Worked closely with the leads to understand the UI of slot games and generated high-quality designs for slot games.
- Designed and developed the Lower Screen for slot games.
- Designed 2D concept designs for games.
- Handled multiple tasks simultaneously to meet the deadlines.

Skills:

- I excel in Maya, ZBrush, Substance Painter, Photoshop, TopoGun and eagerly embrace new tools.
- I have a strong understanding of form, silhouette, and anatomy.
- Created High and Low poly production-ready assets and characters with clean topology.
- I have a solid knowledge of the production process and pipeline.
- I possess strong problem-solving skills and the ability to work under tight deadlines.

Education:

3D Animation and Character Design

Fanshawe College, London, ON

Sep 2022 - Apr 2023

3D Computer Animation

Conestoga College, Kitchener, ON

Sep 2021 - Apr 2022