

SURENDRA RAJAWAT

CONCEPT ARTIST

Passionate concept artist with extensive experience creating visually compelling environments for video games and animation productions. Specialized in environment concept art, background painting, and visual development, with a strong focus on continuous growth, creative problem-solving, and delivering high-quality results on schedule.

EXPERIENCE

► Freelance Concept Artist | Rajawats Studio LLC, Dubai, U.A.E

2019 - Present

Contributed to a diverse range of creative projects, including environment concept art for AAA games, background art and colour scripts for game trailers, visual development for indie games, as well as environment design for TV commercials, music videos, album covers, and book covers.

PROJECTS: League of Legends, Valorant, Lynked (indie game), Freefire, Clash of Clans, Apex legends, Concord, Bazar, Palia, Wizard of Coast, Disney's Kizazi moto, Netflix game: Virgin River, Nanoverse (web3), Overworld (web3), 2-AAA (under process) , Royal Kingdom, Hayday.

CLIENTS:

- | | | | |
|--------------|----------------------|---------------|---------------|
| • Volta | • Passion Pictures | • Axis Studio | • AirBnb |
| • GoldenWolf | • Brazen Animation | • WIZZ | • SunCreature |
| • Buck | • The Line Animation | • Double Plus | • EddyTV |
| • Mana TV | • Digital Dimension | • Psyop | • Shotopop |

► 2D Artist | Ubisoft Entertainment, Abu Dhabi, U.A.E

2014 - 2019

Contributed to the creation of 2D props concepts, 3D props, texturing, environment concepts, and visual development for unity based games. Maps, Background art, 3D blocking and mini games art for the hidden object game.

PROJECTS: Clash of Beasts, TomClancy's Elite Squad, NCIS: Hidden Crimes, CSI: Hidden Crimes.

► Background Artist | Playdom (Disney Interactive Media group), Hyderabad- India

2012 - 2014

Initial concept development, environment pre-visualization, final background art creation, 3D prop design, background animation, and texture painting for 3D assets.

PROJECTS: Blackwood & Bells mysteries, Disney's Animal Kingdom, Disney's City Girl.

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► Background Artist | Gameshastra Solution Pvt Ltd, Hyderabad- India

2011 - 2012

Initial concept development, environment pre-visualization, final background art creation, 3D prop design, background animation, and texture painting for 3D assets.

PROJECTS: Zynga's Hidden Chronicles, Gardens of Time

PROFESSIONAL SKILL

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|-----------------------|----------------|------------------------|------------------|
| ♦ Concept Design | ♦ illustration | ♦ Lighting & Texturing | ♦ Matte Painting |
| ♦ 2D/3D Props concept | ♦ 3D Modeling | ♦ Photography | ♦ Video Editing |

SOFTWARE PROFICIENCY

- | | | | |
|-------------------|-------------|-----------------------|---------------------|
| ♦ Adobe Photoshop | ♦ Procreate | ♦ Autodesk 3ds max | ♦ Corona Renderer |
| ♦ Blender 3D | ♦ Unity 3D | ♦ Adobe After Effects | ♦ Clip Studio Paint |

EDUCATION

Advanced Diploma in 3D Animation

Maya Academy of Advanced Cinematics- (Awarded **Grade- A**), New Delhi, India

2008-2010

AWARDS

- ♦ **Bronze Award:** 24FPS Animation Award, 2010 | **Movie:** The magic Coin
- ♦ **Special Jury Award:** FICCI BAF Award, 2011 | **Movie:** The magic Coin
- ♦ **Best Pre- Production Award:** Srijan Edu Fair (Student), 2011

OTHERS

- ♦ **Language:** English, Hindi, Japanese (N5)
- ♦ **Publications:** 3D Total, Clip Studio Paint

Thank You

PORTFOLIO: www.rajawats.com