



K.B.Yokesh

3D Artist and Game Designer

SUMMARY

I'm a 3D Artist and Game Designer with a B.Sc in Animation and VFX. I create games, environments, and interactive experiences using Unreal Engine, Unity, Blender, and Adobe tools. I've published mobile games and work at Skipt on architectural visualization and 3D environments. I love solving creative problems and bringing ideas to life.

WORK EXPERIENCE

- Junior Unreal Engine Artist at **Skipt Learning Educated**
 - August 2024 – Present
 - Role: Architect Visualization, Environment Design, Interactive Application, VR Application, Mobile Game Development.
- Internship at **Skipt Learning Educated**
 - April 2024 – July 2024
 - Role: Architect Visualization, Environment Design.

EDUCATION

➤ Rathinam college of arts and science B.Sc Animation & VFX - CGPA: 6.7	Coimbatore, India September 2021- May 2024
➤ Neelan Matri. Hr. Sec. School 12th State Board - 80.33% 10th State Board – 75%	Thiruvarur, India 2020-2021 2018-2019

MY PROJECTS

Sticky Box – Personal Project (Unity 3D)

- Designed and developed a complete 3D game in Unity from concept to final implementation.
- Built core gameplay mechanics and refined player interactions for smooth and engaging gameplay.
- Created and integrated 3D assets, ensuring a cohesive visual style and polished experience.
- Implemented game logic and features using C# scripting.
- Designed UI/UX elements to guide player flow and enhance usability.
- Optimized performance and improved gameplay feel through testing and iteration.

Loop Portal – Game Jam Project

- Designed and developed a short puzzle game centered around looping portals and recursive transitions.
- Built levels that loop seamlessly, challenging players to think creatively and navigate repeating environments.
- Implemented portal mechanics, player movement, and puzzle interactions.
- Created simple but effective visual cues to guide players through loop-based puzzles.
- Collaborated and completed the project within the game jam time limit.

CONTACT

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[Yokesh | LinkedIn](#)

[Portfolio | Website](#)

SKILLS SUMMARY

Software

Unreal Engine Unity Maya

Blender Substance Painter

Photoshop Premiere Pro

After Effects

Hard Skills

Modeling Texturing Lighting

Animation Game Design

Environment Design

Video Editing

Soft Skills

Problem Solving Team Work

Team Co-ordinator

Adaptability

LANGUAGE

English - Professional Working

Proficiency

Tamil - Native Proficiency