

# SATYASHEEL POL

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## PROFESSIONAL PROFILE

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I am a versatile professional with a deep understanding of both programming and design. My expertise lie in creating stunning visuals using Unreal Engine and other DCC applications as well as in bridging the gap between design artists and programmers, facilitating effective communication and collaboration. I have hands-on experience in VFX pipeline development, PyQt, Python, Graphic design and Documentation. With this diverse skill set, I am well-equipped to contribute to the gaming industry by leveraging the intersection of art and technology. I am eager to apply my knowledge and creativity to foster seamless teamwork and drive successful outcomes in dynamic and innovative environments.

## WORK EXPERIENCE

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### ENVIRONMENT TD GENERALIST

Studio Elementrix (Freelance)– Pune, India

January 2021 – Current

I primarily focus on creating a diverse range of tools using Blender for various clients. Additionally, I had the opportunity of collaborating with them on ideation, design, and development of independent tools, utilizing Figma, PyQt, and Python. Furthermore, I gained experience in utilizing PCG systems, optimization techniques, shader and materials collaboration, lighting design, dynamic lighting solutions, and post-processing effects which have been instrumental in shaping visually stunning and technologically advanced vfx experiences and set designs.

Projects Worked on: The Morning Show, Shogun, 97 Minutes, The Shrink Next Door

### TECHNICAL FULL STACK GENERALIST

Render Imagination Inc – Pune, India

September 2019 – December 2020

I was responsible for pipeline development and creation of essential plugins for ongoing projects. Majority of the development work was carried out using Blender, while some tools were specifically designed for Maya. I have worked on few shows where I was responsible for creating full CG Environment with photo realistic lighting and atmospheric setup.

Projects Worked on: Blockbuster, Hypnotic, Walking Dead, Fear of Walking Dead, Miracles Workers.

### EXECUTIVE GRAPHIC DESIGNER

ABIL INFRA PROJECTS, PVT. LTD. – Pune, India

September 2018 – September 2019

In my role here, I held the responsibility of conceptualizing and executing artwork in alignment with the specific requirements of various departments. This encompassed working on a wide range of design projects such as brochures, logos, hoarding design, flyers, and social media content. By employing my creative skills and expertise, I consistently delivered visually compelling designs that effectively communicated the desired message and met the objectives set forth by the respective departments.

## SKILLS

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- Proficiency in Unreal Engine for creating interactive experiences using PCG and leading engine features.
- Expertise in 3D modeling using Blender, Maya, Cinema 4D.
- Advanced knowledge of Photoshop, Illustrator, and Affinity Designer for creating and manipulating visual assets.
- Proficient in using PyQt5 Designer for designing user-friendly interfaces with CSS beautification.
- Strong programming skills in Python, allowing for scripting and automation.
- Ability to develop and build pipeline tools to enhance efficiency and streamline workflows.

## EDUCATION

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### POST GRADUATE DIPLOMA IN GAME ART & DESIGN

Vancouver Media & Art – Vancouver, Canada

September 2017

### Bachelor's Degree in Computer Science

Pune University – Pune, India

June 2016

### Diploma in Computer Science

Maharashtra State Board of Technical Education – Pune, India

May 2011