

Avinash Masih

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WORK EXPERIENCE

Star Wars: Jedi Survivor

Destruction Artist

Respawn Entertainment

March 2022-April 2024

- Developed a comprehensive library of unique destructible assets for Sliceable foliage, enhancing environmental interactivity and realism in gameplay.
- Designed and created high-fidelity destruction assets in Houdini, successfully integrating them into Unreal Engine to elevate visual quality and gameplay dynamics.
- Generated realistic cloth simulations and developed both static and dynamic animations to enhance gameplay experiences.

Call Of Duty: Vanguard

Associate Technical Artist

Sledgehammer Games

June 2021-March 2022

- Regularly authored destructible assets using visual scripting and proprietary 3D software, contributing to the creation of dynamic in-game environments.
- Utilized Maya and Houdini to create detailed and optimized chunks for destructible assets, enhancing performance and visual fidelity in gameplay.
- Integrated and regularly updated physics and visual effects to ensure alignment with evolving content.

Abyss Of Neptune

Technical Artist

Abyssmal Games

Oct 2020-May 2021

- Focused on optimizing content while training the art team on best practices to enhance workflow efficiency.
- Developed tools in Unreal Engine to assist teams in assembling and debugging assets, streamlining the workflow and improving project efficiency.
- Created dynamic content in Unreal Engine utilizing shaders and visual effects, while developing 3D props in Maya to populate and enrich game levels.

Forza Horizon 4

Jr. Technical Artist

Dhruva Interactive

Nov 2018-May 2019

- Wrote tools for 3DSMax that helped accelerate the workflow and improved the pipeline for the content team.
- Worked on post-release content, which includes creating debug tools and solving perforce issues.

Overkill's The Walking Dead

Jr. Technical Artist

Dhruva Interactive

Mar 2018-Dec 2018

- Supervised the art pipeline and provided regular training to the 3D team on updates, ensuring seamless workflow and adherence to best practices..
- Automated development through python tools, helping artists reduce their day to day checks and fixes.
- Rigged and animated various 3D assets in Maya, and made them game-ready inside Unreal Engine.

SKILLS & INTERESTS

Software : Unreal 4, Unity, Houdini, Maya, Photoshop, Perforce, Substance Painter, Substance Designer.

Technical : Python.

EDUCATION

University of Utah

Master Degree

Salt Lake City, UT

May 2021

- Entertainment Arts and Engineering