

Ashees Basnet

Senior 3D Artist | Quality Supervisor

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🌐 ArtStation | LinkedIn

💎 Professional Summary

Creative and detail-oriented 3D Artist with over 6 years of hands-on experience in 3D modeling, texturing, lighting, and rendering. Expert in producing photo-realistic assets for games, simulations, and animations, with a strong foundation in quality assurance. Proven track record of mentoring teams, leading production pipelines, and delivering top-notch visual experiences. Always striving to push the boundaries of creativity and realism in digital art.

💎 Professional Experience

- 🎯 3D Quality Supervisor – Creators3D.com (May 2019 – Present)
 - Spearhead quality assurance in asset production pipelines, ensuring alignment with high-end visual and technical standards.
 - Lead and mentor a global team of artists and reviewers, driving consistent performance and quality.
 - Collaborate with designers and developers to enhance asset guidelines and aesthetic benchmarks.
 - Train new team members, conduct performance evaluations, and implement continuous improvement processes.
 - Manage delivery of client-specific assets across industries including gaming, AR/VR, and architecture.
- 🎯 3D Artist (Freelancer) – Global Clients (Ongoing)
 - Create detailed 3D models and environments for clients across gaming and product visualization sectors.
 - Offer services in UV unwrapping, texturing, and final renders tailored to project requirements.
- 🎯 Team Lead, 3D Artist – Aswaforce Studio (2016 – 2017)
 - Supervised a small team to deliver assets on time and within specifications.
 - Reviewed and optimized assets for performance and visual fidelity.

-  3D Artist – Game Design Studio (2014 – 2016)
 - Developed assets for mobile and PC platforms with a focus on stylized and realistic visuals.
 - Ensured compatibility with game engines and optimized performance.
-  JR. Associate Creative – DigitalJuice Animation Pvt. Ltd (2012 – 2013)
 - Produced animated content and visual assets for digital media and marketing campaigns.
-  Architectural 3D Visualizer – Urban Square (2011 – 2012)
 - Created high-quality renders and walkthroughs for real estate and architecture presentations.

Education

 Diploma in Animation – Witoonz Animation Academy

 12th Grade (Commerce)

Core Skills

****3D Software:**** Maya, 3ds Max, Blender, ZBrush

****Texturing & Rendering:**** Substance Painter, V-Ray, Unreal Engine

****Post-Production:**** Adobe Photoshop, After Effects, Premiere

****Specialties:**** Realism, Hard Surface & Organic Modeling, UV Mapping, Motion Graphics, Quality Review

Languages

English, Hindi, Nepali

About Me

Based in Dehradun, I'm a passionate 3D Artist focused on high-quality asset creation, with a strong understanding of light physics and realism. I take pride in constantly improving my craft and staying up to date with emerging tools and techniques in digital art and CGI production.

Work Portfolio

ArtStation: <https://anashu.artstation.com/>

Coroflot: <http://www.coroflot.com/ashumodeler>

Wix Portfolio: <https://anashu5850.wixsite.com/website>

YouTube Showreel 1: https://www.youtube.com/watch?v=NGs6_gkquTg

YouTube Showreel 2: <https://www.youtube.com/watch?v=nYaVsziTpJc&feature=youtu.be>

YouTube Showreel 3:

<https://www.youtube.com/watch?v=JMjMD9RhC7s&feature=youtu.be>

LinkedIn: <https://www.linkedin.com/in/ashees-basnet-640707a8>