

JASPREET SINGH

Kitchener, ON

+1 548 333 2578 | jpschahal2209@gmail.com

[JaspreetWeb](#)

I'm a dedicated game developer with a diverse skill set in 3D art, game programming, level designing, and environment art. Proficient in tools like MAYA, Unity, and Unreal Engine, I create detailed models, immersive levels, and captivating environments. I thrive in collaborative settings and am driven by a passion for crafting unforgettable gaming experiences.

SKILLS

- Unity and Unreal
 - C# and Blueprints
 - 3D Modeling (Maya and ZBrush)
 - GitHub
 - Texturing (Photoshop and Substance Painter)
 - Game Testing
 - Jira
 - Trello
-

EXPERIENCE

3D GAME ARTIST INTERN

Dovelp Limited | Luton, UK

AUG 2021 – FEB 2022

I worked on two games (Breaching Shadows and The Mind's End). Creating assets from modeling to texturing, which are to be used in the game. According to the requirements of the leads.

EDUCATION

- **DIPLOMA IN GAME DESIGN**
Conestoga College, Kitchener, ON
April 2025
 - **BACHELOR IN ANIMATION, VFX, AND GAMING**
Chandigarh University, India
JUNE 2022
-

PROJECTS

- **SCOURGE** (Available on Itch)
It is a tower defense game where you must protect your base and destroy enemy spawners around the map. I worked on enemy AI, UI navigation, sound system, lighting, and bug fixing in this project.
- **MALICIOUS MONSTER** (In-Production)

- It is a fast-paced first-person shooter where you are stuck in a palace, and you have to escape the palace and kill different types of monsters coming your way. I am working as a lead programmer and technical artist on this project. I aim to present this game at Toronto Level Up 2025.