

# ANURAG ABHYANKAR

## CONTACT

- 📞 +91 86682 57751
- 🌐 [anuragabhyankar@gmail.com](mailto:anuragabhyankar@gmail.com)
- 📁 [Portfolio](#)
- 📍 Amravati, Maharashtra, IN

## SKILLS

- Blender Unreal
- Engine Multi
- Tasking Time
- Management
- Observation
- Problem Solving

## SERVICES

- 3D Modeling
- 3D Video Rendering
- 3D Logo Modeling & Rendering

## OBJECTIVE

Aspiring 3D Modeling and Rendering Artist with a Bachelor in Computer Science & Engineering, aiming to pursue an advanced degree abroad. I seek to immerse myself in new cultures and collaborative environments to enhance my skills and create impactful works.

## EDUCATION

### Bachelor in Computer Science & Engineering ( Jun 2014)

Sant Gadge Baba Amravati University

CGPA - 6.19

## EXPIERENCE

### SK AI Technologies And Solutions, Pune

Creative Head ( Apr 2021 - Present )

- Bringing in fresh talent for the business
- Managing performance & fostering employee relations
- Finalising client websites and other creative products

### Torna Endeavours

Digital Artist (Sept 2018 - Jan 2021)

- Created and develop visual concepts for projects, including illustrations, sketches, and storyboards.
- Developed assets for various media including websites, social media, marketing materials, and multimedia presentations.
- Worked closely with designers, animators, and other team members to ensure cohesive and integrated visual outputs.

## **Ubisoft Entertainment India Private Limited, Pune**

**Game Tester ( Apr 2017 - May 2018 )**

- Located errors in AAA games
- Served as the Montreal Development team's point of contact doing game play, multiplayer, and regression testing
- Worked as Junior Game Tester and also held responsibility of being Point of Contact for the development team.

## **BHARAT GAS Agency**

**Manager ( Jun 2014 - Mar 2017)**

- Supervised day-to-day operations of the gas agency, ensuring smooth and efficient service delivery.
- Implemented and managed a government portal to track customer interactions, preferences, and service history.