

ALKA DANIEL

CONCEPT ARTIST | 3D ARTIST | VISUAL DEVELOPMENT ARTIST

CONTACT



912-373-3154



alkadaniel9@gmail.com



Jacksonville, FL



alkadanielart.com



[alkadaniel98.artstation.com](https://www.artstation.com/alkadaniel98)



www.linkedin.com/in/alka-daniel-60a11a138

CORE SKILLS

Concept Art

- Character Design
- Creature Design
- Environment Design
- Prop Design
- Visual Development
- World Building
- Storyboarding
- Illustration
- Mood Paintings

3D Art

- Character Modeling
- Hard Surface Modeling
- Sculpting
- Retopology
- UV Mapping
- PBR Texturing
- Set Dressing
- Lighting
- Cinematic Creation
- Blueprint Integration
- Asset Optimization

Game Development

- Unreal Engine
- Real-Time Rendering
- Production Pipelines
- Gameplay Integration
- Modular Environment Design
- Cross-functional Collaboration

SOFTWARE

Photoshop • Unreal Engine 5 • Maya • ZBrush • Substance Painter • Substance Designer • 3ds Max • Marmoset Toolbag • After Effects • Premiere Pro • Unity • Adobe Animate • Marvelous Designer • Paint Tool SAI

PROFESSIONAL PROFILE

Concept Artist and 3D Game Artist with 3+ years of professional experience creating production-ready characters, creatures, environments, props, and visual assets for AAA, mobile, and casino games. Skilled across the full game art pipeline, from concept development and visual storytelling to 3D modeling, texturing, and Unreal Engine implementation. Recognized for versatility, adaptability, and delivering high-quality artwork across realistic, stylized, and semi-realistic art styles.

EDUCATION

★ **Savannah College of Art and Design, Savannah, GA | 2024 -2026**
M.A. In Interactive Design and Game Development - GPA: 4.0/4.0

★ **SAE Institute, Dubai | 2016-2019**
Bachelors in 3D Animation

Awards

- Best Creative Student Project - 2017
- Best Creative Studio Project -2017

PROFESSIONAL EXPERIENCE

★ **ZVKY Design Studio | Aug 2020 - July 2023**
Game Concept Artist

- Created concept art and production-ready visual assets for AAA, mobile, and casino game projects.
- Designed in-game stickers and emblems for Call of Duty: Black Ops Cold War as part of an AAA production pipeline.
- Developed characters, creatures, environments, and props across realistic, stylized, and semi-realistic art styles.
- Produced storyboards and cutout animation assets to support gameplay, cinematics, and narrative development.
- Collaborated with multidisciplinary teams throughout the concept art pipeline, from ideation and visual development to final asset delivery.
- Recognized as Standout Performer (2D Artist) in 2023 for artistic excellence, versatility, and consistent project delivery.

★ **Tentworks Interactive | Feb 2020 - July 2020**
Concept Artist

- Designed stylized props, environments, and illustrations for a narrative-driven 1950s-themed game, supporting gameplay and environmental storytelling.
- Created production-ready visual assets and motion graphics using Photoshop and After Effects.
- Collaborated with artists and designers to maintain a cohesive visual style throughout development.

★ **TunerStop | Sep 2018 - Nov 2018**
3D Artist

- Modeled high-quality vehicle assets including rims, bumpers, spoilers, and automotive accessories for simulation and advertising applications.
- Optimized 3D assets for real-time visualization while maintaining high visual fidelity.
- Produced clean topology and game-ready assets for commercial visualization projects.