

EKRAJ NARANG

ENVIRONMENT & 3D ARTIST

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PROFESSIONAL SUMMARY

Environment and 3D artist focused on modular asset creation, high- and low-poly modeling, texturing, lighting, atmosphere and real-time world building. Personally authored 545 assets across two studio-style academic games: 320 foliage assets, 150 household/scene props and 75 characters.

CORE SKILLS

3D: Blender, Maya, Houdini, ZBrush, Substance Painter, high/low-poly workflow, UVs, texturing, rigging

Real-time: Unreal Engine, Unity, environment assembly, modular kits, lighting, post-processing, optimization awareness

Visual: Photoshop, Illustrator, After Effects, Premiere Pro, composition, cinematic environments, concept development

RELEVANT PROJECT EXPERIENCE

Generalist & Technical Artist - Grace's Revenge

Brock University Studio Project - 15-person team | Sep 2025 - Apr 2026

- Designed the open-world experience contained within the building and created the building interior, structural props and environmental content.
- Collaborated across art, design and programming while supporting real-time VFX, gameplay elements and interactive audio integration.

3D Team Lead & Environment Artist - About Damned Time

Brock University Studio Project - 13-person team | Sep 2024 - Apr 2025

- Led the art pipeline and designed the complete four-floor haunted-house level for a 13-person multidisciplinary production.
- Created high- and low-poly game assets and modular environment kits using Blender, Maya and Substance Painter.

3D Environment & Audio Artist - Ancient Roman Festival Reconstruction

Brock University Research / Digital Soundscape Project | May 2023 - Sep 2023

- Modeled and textured historically researched characters and environmental assets for an archival interactive reconstruction.

SELECTED PORTFOLIO WORK

Environments: Sci-Fi Ship Interior, Mystical Cave, Lush Forest Landscape, Future Attic, Dark Forest

EDUCATION

Bachelor of Arts, Interactive Arts and Science - Concentration in 3D Art and Expression

Brock University | Graduated June 2026 | LevelUp Showcase Presenter, 2025 and 2026