

EKRAJ NARANG

TECHNICAL ARTIST

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PROFESSIONAL SUMMARY

Technical artist bridging real-time art and implementation across Unity and Unreal Engine. Personally authored 545 assets across two capstones while contributing engine integration, gameplay systems, UI/UX, lighting, post-processing and VFX.

CORE SKILLS

Engines: Unreal Engine, Unity, UMG, Blueprints, Shader Graph/HLSL, lighting, post-processing, real-time VFX

Art pipeline: Blender, Maya, Houdini, ZBrush, Substance Painter, rigging, weight painting, asset integration

Technical: C#, C++, Python, Git, Perforce, Jira, Confluence, debugging, pipeline documentation

TECHNICAL ART EXPERIENCE

Generalist, Technical Artist & Programmer - Grace's Revenge

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

- Owned Unity integration for environment assets, lighting maps, layout composition, post-processing and interactive audio systems.
- Built the pause and startup/main menus and helped program character movement.
- Designed the open-world building interior and carried structural props from DCC creation through in-engine implementation.

3D Team Lead & Technical Artist - About Damned Time

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

- Defined the asset-production pipeline and coordinated art deliverables for a 13-person team building a four-floor haunted house.
- Built the pause and startup/main menus; helped program movement and shooting mechanics; balanced character speed and sanity-meter behavior.

Game Tester - Marvel Rivals, Invincible VS and Spectre Divide

NetEase Games; Skybound; Mountaintop Studios | Feb 2024 - Jul 2026

- Evaluated gameplay systems, real-time lighting, map geometry, character movement and combat behavior across alpha and beta releases.

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