

SAI KIRAN PANDHINA

Senior 3D Game Artist · Unity Mobile Games
Hyderabad, India



[Portfolio](#)



saikiranpandhina@gmail.com



[LinkedIn](#)



[ArtStation](#)



[Sketchfab](#)

PROFESSIONAL SUMMARY

Senior 3D Game Artist with 3+ years of professional experience developing commercially released Unity games across Android, iOS, Web (CrazyGames), and Meta Horizon. Specialized in environment art, level design, lighting, Unity scene assembly and mobile performance optimization. Contributed to the development and release of 11 commercial games, including leading the art production for six shipped titles. Played a key role on commercially successful titles with millions of combined downloads across Android and iOS — passionate about crafting visually polished, high-performance gameplay experiences across multiple platforms.

CORE EXPERTISE

Environment Art Level Design 3D Modeling Lighting Unity Scene Assembly Performance Optimization
Asset Optimization Mobile Game Development

SOFTWARE

PRIMARY **Unity** Autodesk Maya Substance Painter Adobe Photoshop

ADDITIONAL Marvelous Designer ZBrush SpeedTree Blender (Basic – Baking & Utility Work)

SPECIALIZATIONS

Environment Art ▶ Level Design ▶ 3D Modeling ▶ Lighting ▶ Unity Scene Assembly ▶ Performance Optimization
▶ Asset Optimization ▶ Mobile Game Development

EXPERIENCE

FlyingCaps Technologies Pvt. Ltd. – Hyderabad, India

Senior 3D Game Artist

November 2025 – Present

3D Game Artist

November 2022 – October 2025

- Designed large-scale game environments and gameplay levels for commercial mobile titles.
- Created optimized lighting setups balancing visual quality with real-time performance.
- Built production-ready Unity scenes and optimized assets for low-end Android devices.
- Collaborated closely with multidisciplinary teams to deliver polished gameplay experiences.
- Contributed to the successful release of 11 commercial games across Android, iOS, Web and Meta Horizon platforms.

FEATURED PROJECTS

Nitro Xtreme Racer (2023)	– Android + iOS	3D Game Artist
Trial Mania (2023)	– Android + iOS + CrazyGames	3D Game Artist
Xtreme Moto Mayhem (2023)	– Android + iOS + CrazyGames	3D Game Artist
Real Traffic Bike Driving Game (2025)	– Android	3D Game Artist
Real Traffic Car Driving Games (2025)	– Android	3D Game Artist
Puzzle Breakers – ScrewOut 3D (2025)	– Meta Horizon	Lead / Senior 3D Game Artist
Tinto – Car Games 3D (2025)	– Android	Lead / Senior 3D Game Artist
Go Blast! – Block Shooter (2026)	– Android + iOS	Lead / Senior 3D Game Artist
Screw Search 3D (2026)	– Android	Lead / Senior 3D Game Artist
Screw & Bus – Traffic Jam (2026)	– Android	Lead / Senior 3D Game Artist
Wool Fun – Yarn Games (2026)	– Android	Lead / Senior 3D Game Artist

CAREER HIGHLIGHTS

11

Commercial Games Shipped

6

Lead Projects

3+

Years Experience

Android • iOS • Web • Meta
Horizon

EDUCATION

Bachelor of Fine Arts (Animation)

Jawaharlal Nehru Architecture and Fine Arts University
Creative Multimedia College of Fine Arts

LANGUAGES

English, Telugu



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