



SAI GANESH

(better known as)

GANO

(He/His/Him)



Technical Artist | Game Developer | Graphical Content Designer

Versatile and innovative professional with a strong background as a Tech Artist, Graphic Content Creator, and Game Developer, blending technical expertise with creative vision and proven leadership to deliver engaging digital experiences. Skilled in real-time rendering, shader development, and 3D asset integration, with a deep understanding of art pipelines and game engines such as Unity and Unreal Engine. Experienced in leading creative and technical teams, guiding projects from concept to completion while fostering collaboration and maintaining high production standards. Adept at creating compelling visual content and driving innovation in interactive media through cutting-edge tools and techniques. Passionate about inspiring teams and pushing the boundaries of visual storytelling.



saiganeshh15@gmail.com || +91 9952222593 || New Delhi, India || www.saiganesh15.com

Education

B.E. Computer Science and Engineering

Anna University / RVSCET

2010 – 2014

Grade: 70%

B.Sc. [Hons] Game Design & Development

Birmingham City University / ICAT

2016 – 2019

Grade: 62%

B.Sc Interactive Media

Bharathiyar university / ICAT

2016 – 2019

Grade: 65%

Technical skills

Design Skills

Photoshop, Illustrator, InDesign, Acrobat, Free Hand, Corel Draw, Maya, Blender, InDesign, XD, Premiere Pro, After Effects

Programming Skills

C, C++, C# javascript, PHP, HTML, CSS, Java, OpenGL

Management Skills

Task management, prioritization, delegation, task separation, scheduling, risk management, Scrum, People management, Personnel Development

Writing Skills

WordPress, Blogging, SEO, Technical Writing, Content Writing

Spreadsheet Skills

Excel, Google Sheets, OpenOffice, comparative analyses, pivot tables, macros, link to database, vertical lookups

Web Skills

HTML, CSS, Javascript, WordPress, Content Management Systems (CMS)

Planning Skills

Analysis, conceptual skills, brainstorming, decision-making, forecasting, logistics, problem-solving skills, cost-assessment, requirements-gathering

Presentation Skills

Public speaking, PowerPoint, Keynote

Research Skills

Source checking, intellectual property rights, networking, outreach, advanced search, Plagiarism Check

Computer Skills

MS Office, Google Drive, spreadsheets, email, PowerPoint, databases, social media, web, enterprise systems

Internships

Hybrid Design/Developer

Shine Creative Solutions

Jan 2014 – April 2014

Unity - Game Developer

Manchestersoft

Sep 2018 – May 2019

Work Experience

Lead Technical Artist

Aristocrat Leisure Limited

Feb 2023 – Present

- Functioning as a Lead Technical Artist for Big Fish Casino Studio.
- Key liaison between key stakeholders, artists, animators, sound engineers and software engineers to ensure all the asset are in alignment within the game engine constraints.

Roles and responsibilities

- Solely responsible for the technical art pipeline, including layout setup, asset integration, memory profiling and optimization
- Spearheaded Tech Art process for enhanced performance and best quality outputs with less memory usage
- Delivering impactful solutions across multiple titles and improving efficiency and speeding up the process seamlessly
- Optimizing workflows by introducing innovative tools and refining pipelines
- Worked on various scripts to reduce redundancies and improve overall efficiency and streamline assets quality.

Games Contributed to

- 🎮 Viking Wins
- 🎮 Flippin Fish
- 🎮 Cash Spark Max
- 🎮 Magic Flames Stick and Spree
- 🎮 Buffalo Frenzy
- 🎮 Thunder Bull
- 🎮 Ola Brazil
- 🎮 Spin It Grand Extreme
- 🎮 Flippin More Fish
- 🎮 Magic Spark
- 🎮 Spin It Grand Diamonds

Games available to play in the Big Fish Casino App

Download from



Senior Graphic Designer

Embee Software Pvt. Ltd

June 2022 - Feb 2022

- Functioning as a Graphic Designer and UI/UX Designer providing Creative solutions
- Playing an Integrative role between Designers and the core Marketing Team as Lead Designer

Roles and responsibilities

- To work on multiple upfronts creating Social Media Posts, Presentations, Newsletters, EDMs, Web UI UX Designs, Marketing Brochures, Flyers, Graphics and any Design solutions.
- To handle Multiple clients creating design solutions for them in their as well as the product branding
- To create and deliver any design requirements for both the brands as per the requirements

- Functioning as a Team lead and reporting manager for a team of 15 artists
- Won accolades for performing well and have been recognized and rewarded on multiple occasions

Roles and responsibilities

- To Work on multiple products and Various artstyles to produce digital artworks and Layout designs
- To work as a team player or an individual however deemed To handle the product and handle various artists as per the project requirement and deadlines
- To communicate and co-ordinate with different teams to understand the product requirement
- To be responsible and take ownership for the product and produce desired output
- To create Illustrations and Digital Paintings as per the requirements
- To storyboard the team to help them understand the content and produce required output
- To create new art style and guides for different products and train the team to work on it
- To coordinate with multiple teams and pods across the office and handle the product as desired
- To train artists and new joiners to get familiar with work culture, software proficiency and art styles
- To evaluate skills and performance of the reportees on daily, weekly, monthly and yearly basis
- To give feedbacks on regular basis to help understand and improve the productivity of the individual
- To compile and organize daily work data of the team to help understand and improve productivity
- To help build the skillset of the team as per the product requirement
- To coordinate with the content and media teams to produce the best artworks as per the requirement
- To have one on one with the team members individually on weekly basis to identify difficulties and problems faced by them and provide solutions
- To evaluate and give feedback reports for yearly appraisal cycles for the reportees to management

- Functioned as a Team lead and production manager for a team of 12 cartographers
- Won accolades for performing well and have been recognized and rewarded on multiple occasions
- Created digital maps of malls and airports in US and Canada for US client

Roles and responsibilities

- To Create digital maps of malls and airports in US and Canada
- To Update the maps in the client's software with the Tenant and Anchor details on a regular basis
- To Engage and enable the team to be more productive and produce desired outcome
- To minimize errors and automate the process
- To Manage the Files and version control of the output efficiently
- To engage and communicate with the clients on a daily basis to gather inputs and report the work status and progress
- To Manage the productivity and outcome of the daily work of the team and develop the skillsets of the team members on regular basis
- To train the employees with client software and work modules and to produce Maps with minimal error and great efficiency

- Functioned as a Graphic Designer for digital marketing
- Won employee of the month for 9 different months

Roles and responsibilities

- To Create Illustrations, Digital Paintings, Graphical and Textual contents as per the requirements
- To Create, edit and manipulate photos and videos
- To Engage with different people and companies and the clients in gathering requirements
- To coordinate with the team to get the desired outcome of the design

Teaching Experience

Verbal and Aptitude Trainer

IMS (Part Time)

2012 – 2014

My roles as a trainer involves active engagement of students in a group-based environment and give them the perspective to solve a problem logically and train them in a proper verbal understanding of the English language in written, listening, reading and communicating

Guitar Teacher

I teach Basic to intermediate Guitar lessons for people of all age groups online and in person.

Volunteering Experience

Social worker

Tamil Nadu, India

2006 – Present

We help the unprivileged and orphaned by providing them with basic needed materials, food, books, stationary and clothes every 3 months

Social worker - Sigaram Foundation

Coimbatore, TN, India

2010 - 2014

We adopt villages, clean it thoroughly and provide education for the people in the village to help them live a better standard of life and take better care of themselves and their children. We clean the streets eliminate the useage of plastic materials and provide free health checkups for the people. We create an awareness of the need for protection against common spreading disease and provide food for the village during our time in each village.

Academic Projects

RVS Alumni Network

Web portal for students, Alumni and staffs

Ray Bender

2d physics based Laser game for windows

The Raftel

2d Visual Novel made using Unity for windows

Tankz Network

3d tankz action game built using unity3d for win

Maze Me Out

2d Puzzle game made in Opengl for windows

Auto Manickkem

3d tuktuk racing game made in Unity3d for windows

Master Warden

2d adventure game for web inspired from pacman

Slide Me Out

Sliding Puzzle game made using Libgdx for android

Certifications

Mastery in C/C++ Programming Languages

Mastery in Adobe Creative Suite

Mastery in javascript

Mastery in C# Scripting and Unity 3d Game Engine

Achievements

Goalkeeper/ Manager in KY Football Club (2006 – 2024)
One of Coimbatore district's best soccer team 8 times divisional champions

Divisional Basketball champions (2008 & 2009)
Divisional winners of Coimbatore Football League with the KY Football Club

Inter-college cultural fest winners in Phantesia (2016)
Patrician College, Chennai

Chess Winner in Inter-state championship (2013)

Basketball District Winners (2010, 2011 & 2012)
Consecutive district college basketball winners

Chess Runner up (2017) Inter-state Championship

Language Proficiency

English ● ● ● ● ●
Kannada ● ● ● ● ○
Japanese ● ● ○ ○ ○

Tamil ● ● ● ● ●
Malayalam ● ● ● ● ○
Spanish ● ○ ○ ○ ○

Hindi ● ● ● ● ●
Telgu ● ● ● ○ ○
German ● ○ ○ ○ ○

Soft Skills

Active listening	Emotional intelligence	Presentation skills	Attention to Detail	Empathy
Teamwork & Collaboration	Relationship building	Decision-making	Delegation	Motivation
Strategic thinking	Accountability	Reliability	Integrity	Professionalism
Analytical thinking	Creativity	Resourcefulness	Adaptability	Innovation
Prioritization	Goal setting	Coaching & Mentoring	Organization	Meeting deadlines
Influencing skills	Patience	Responsiveness	Verbal communication	Non-verbal communication

Interests

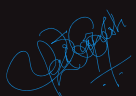
Cooking	Travelling	Gaming	Sketching	Studying history
Graphic design	Playing Guitar	Poker	Chess	Volunteering
Basketball	Foot Ball	Model building	Building computers	Driving Bikes
Learning languages	Solving puzzles	DIY Projects	Coding	Pokemon TC

Personal Information

DOB	15 September 1992
Nationality	Indian
Father	Hariharan Sambamoorthy - Self Employed
Mom	Dr. Girija Hariharan - Vocalist
Marital Status	Married
Spouse	Raagini Mahendran
Passport	Available

Declaration

I hereby assure that all the details mentioned in this resume are up to my knowledge.



Sai Ganesh