

Ritvik Bhadury

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Portfolio: <https://rbhadury.cargo.site/>

EDUCATION

Rhode Island School of Design, B.F.A Illustration
Providence, RI
Expected Graduation May 2026
3.72/4.0 GPA

Software: Blender, Zbrush, Substance suite, Photoshop, Maya, UE5

WORK EXPERIENCE

Future/Past Creatives, Environment Art Intern Bangalore, India| June 2025 - Present

Create assets and environments for external studios with optimized topology and detail;
Reduce polycount while preserving fidelity;
Unwrap and texture assets using trim sheets, baked maps and tiled textures.

Clocky LLC, 3D Modelling Intern Providence, RI| August 2024 - November 2024

Produced over 30 high-quality 3D product renders for [Amazon listings](#), resulting in the successful launch of 5 product variations;
Optimized Maya and Photoshop workflows, reducing production time by over 50%;
Created concept sketches and three illustrations of new packaging;
Worked directly with the CEO, graphic and industrial designers to produce photorealistic product renders;

RISD Precollege Game Design, Part-time Teaching Assistant Providence, RI| June 2024 - August 2024

Advised 15 students in 3 different classes for the game design major;
Led a lecture and 4-hour workshop on worldbuilding for games;
Conducted 6 sets of playtests for games produced by students;
Coordinated with 3 different professors to aid students in developing portfolios with personalised feedback.

Clubs & Organizations

RISD Puppet Club E-Board, Head of Social Media and Marketing Providence, RI | November 2024 – Present

Scaled club activity from 1 to 4 events per semester through strategic planning and outreach;
Collaborated with E-Boards of 4 other clubs to host joint events and increase club membership by 10%;
Managed inventory worth over \$500, reducing waste and tracking unused inventory to increase efficiency;
Designed 2 posters for events hosted by the club;
Handled communications with the community through emails, social media and posters around campus to increase membership.

Brown RISD Game Developers, Background Designer Providence, RI| March 2024 – May 2024

Researched and developed reference boards for 3 environment designs for the game Moose Motel;
Led playtests with 15+ participants, collecting actionable feedback to improve game design;
Presented 3 rounds of preliminary sketches to a multidisciplinary team, while providing and

AWARDS & EXHIBITIONS

Finalist for Rookies Monthly challenge
June 2025

Designated an Honours student
2023-2025

Exhibition at RISD Illustration Gallery
Providence RI | January 2023, 2024

Exhibition at RISD Paper Gallery