

Atharva Dharphale

Concept Artist / Designer

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adharphale.com

<https://www.artstation.com/adharphale22>

Skilled in 2D and 3D pipelines to create designs for environments, architecture, sets, props and vehicles. Proficient in freehand sketching, creating callouts, and illustrating story moments for games, themed entertainment, and film. Adept in software such as Photoshop, Blender, and ZBrush to bring design ideas to life.

SKILLS

- ❖ Adobe Photoshop
- ❖ Blender 3D
- ❖ Gravity Sketch
- ❖ Lumion
- ❖ SketchUp
- ❖ Adobe Substance Painter
- ❖ ZBrush
- ❖ Office 365
- ❖ Unreal Engine 5
- ❖ 3DCoat
- ❖ Freehand Sketching
- ❖ Visual Communication
- ❖ 3D Visualization

EXPERIENCE

Concept Design Intern / Universal Creative JUN 2025 - SEP 2025

- ❖ Created environment designs, design sketches, POVs, key art, 3D assets, architecture callouts, and marketing art for the concept design process, working closely with the principal concept designer and multiple art directors across various theme park projects.
- ❖ Projects: Universal Studios UK, Universal Studios Japan, Universal Kids Resort
- ❖ Collaborated with the core concept team and was responsible for supporting contractors and vendors, adapting to styles across different projects and attending project meetings as necessary.

Art Instructor / Cranbrook Educational Community MAY 2023 - AUG 2023 / MAY 2024 - AUG 2024

- ❖ Designed and executed 8 lesson plans for the summer art studio program, for a variety of subjects including product design, dynamic sketching, portrait drawing, creature design, etc.
- ❖ Fostered a creative and engaging learning environment for students, leading in-class critiques and providing feedback as necessary.

EDUCATION

College for Creative Studies / BFA Entertainment Arts - Concept Design

SEP 2022 - MAY 2026 (EXPECTED)

New Masters Academy / Fine and Studio Arts

JUN 2020 - SEP 2022