

Eshan Bhatt

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SUMMARY

Sports focused graphic designer experienced in brand communications, promotional content, and social media content under tight deadlines.

EXPERIENCE

Freelance Graphic Designer (Sports & Entertainment)

Fiverr

2019 - Present

- Developed high quality 2D art and sports graphic including posters, promotional artwork, player edits, and social media visuals.
- Delivered 420+ commissions for clients across 17+ countries, consistently meeting tight deadlines while maintaining quality.
- Translated client briefs into compelling designs optimized specifically for fan engagement and brand identity.
- Consistently maintained a 5-star rating through seamless collaboration with clear communication and iterative feedback cycles.

Survivors of Hate VR - Game Designer

Meta

Spring 2025

- Structured a comprehensive Game Design Chart to facilitate asset mapping for a 9 Chapter VR narrative experience.
- Ensured alignment with narrative elements derived from the finalized script.

Era Ball - Creator and Designer

Independent Project

June 2026 - Present

- Designed and launched a live NBA era simulation web game, attracting 2,000+ players across multiple countries.
- Designed all UI, player cards, visual identity, and era banners from concept to release.
- Shipped iterative updates based on real user feedback, maintaining active player engagement.
- Handled full product design including game mechanics, visual systems, and user experience.

Spire of Trials - Art Director

Amethyst Pixel Studio LLC

February 2025 - April 2025

- Created all character designs, sprites, backgrounds, animations, and promotional material within a 3-month production window.
- Successfully released on itch.io, receiving positive feedback and an award for artistic design.

Byte Hack - Art Director

Rabid Troll Studios

Fall 2023 - Spring 2024

- Led art direction from pre-production to release for a puzzle platformer released on Steam.
- Designed all the art assets for the game, including the characters, animations, environments, and promotional material.
- Collaborated with developers and producers to align art with gameplay mechanics.
- Received positive reviews for the art direction and visual identity.

Apexaris Tower - Game Project

Independent Project

Spring 2024

- Independent game project developed in Unity over the course of one semester.
- Created all the art for the game as well as the graphic design for the logos, UI, and promotional material.

EDUCATION

Bachelor of Innovation - Game Design and Development

University of Colorado Colorado Springs (UCCS) • Spring 2024

SKILLS

Design Skills: Sports Graphics, Social Media Graphics, Poster Design, Photo Compositing, Illustration, Visual Branding.

Tools: Adobe Photoshop, Adobe Illustrator, Adobe Premiere Pro, Adobe After Effects, Figma, Unreal Engine, Maya, Microsoft 365, Procreate.

Strengths: Fast iteration, collaboration, visual storytelling, creativity.
