Abhijeet Babasaheb Mane

3D Artist Skilled in Maya, Blender, and Substance Painter, I create immersive environments and captivating characters. Proficient in lighting, I craft atmospheric scenes that enhance storytelling. Experienced in game assets, NFTs, product visualization, environment design, and motion design.

Pune-India   https://abhijeetmane2003.github.io/Portfolio/   abhijeetbmane9696@gmail.com   9766094178

EDUCATION

Times And Trends Academy   Pune, Maharashtra • 2021 — 2024
B.S.C In Media Graphics Animation

WORK EXPERIENCE

Game Asset, Internship   Duration 3 Month's •

- Created 3D models and assisted with texturing, lighting, and rendering.
- Collaborated with teams to meet project deadlines and requirements.
- Received praise for attention to detail and meeting deadlines.
- Created detailed 3D models for various clients, including characters, environments, and props.
- Collaborated with clients to understand their vision and deliver high-quality 3D assets.
- Produced textures using Substance Painter and Photoshop to enhance the visual quality of models.
- Completed projects on time and received positive feedback from clients for creativity and attention to detail.

Group Project's and Freelancing

Group Project: 3D Animation for Short Film Time And Trends Academy, Pune, Maharashtra

- Worked with a team of five to produce a short animated film.
- Contributed to character modeling, rigging, and animation using Blender.
- Managed project deadlines and coordinated with team members to ensure smooth workflow.
- Presented the final project at a university showcase, receiving positive reviews from peers and faculty.

Freelance 3D Artist Remote | January 2024 – Present

- Created detailed 3D models for various clients,and props.
- Designed textures using Substance Painter and Photoshop to enhance visual quality.
- Collaborated with clients to understand their vision and deliver high-quality 3D assets.
- Completed projects on time and received positive feedback for creativity and attention to detail.

AWARDS & CERTIFICATIONS

3D Artist Competition Winner:

Two Awards Won, Three Certificates First Prize Achievements Recognized for Excellence Top Honors Received.

SKILLS

3D Modeling: Blender, Maya, ZBrush, 3DsMax, Texturing: Substance Painter, Adobe Photoshop, Animation: Blender, Maya, Unreal Engine 5, Rendering: Arnold, Cycles, Lumen , Other Tools: Adobe Creative Suit, Soft Skills: Creative problem-solving, Collaboration, Attention to detail

HOBBIES

Gaming, Cooking, Playing music Instruments like guitar and piano, Research, Photography   2024 Present

LANGUAGES

Hindi , English, Marathi