

ABHIJEET MANE

Game asset And 3d artist

CONTACT

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 Pune, Maharashtra

 No site yet

EDUCATION

Schooling

2019 - 2020

jijamata mahavidyalaya sarati

University

2021 - 2024

B.S.C In Media Graphics Animation

AWARDS & CERTIFICATIONS

3D Modeling Competition Winner:

- Two Awards, Two Certificates
- First Prize Achievements
- Recognized for Excellence
- Top Honors Received

SKILLS

- **3D Modeling:** Maya, Blender, 3ds Max - Detailed 3D Modeling
- **Lighting & Environment:** Unreal Engine 5 - Dynamic Lighting - Environment Creation
- **Texturing & Materials:** Substance Painter - High-Quality Textures
- **AI Applications:** AI Knowledge Applied - AI for Efficiency - AI Integration Skills

PROFILE

Dynamic Game Asset and 3D Artist with expertise in modeling and lighting. Skilled in Maya, Blender, and Substance Painter, I sculpt immersive environments and captivating characters. Proficient in lighting principles, I craft atmospheric scenes that enhance storytelling. With a solid background in game development, I collaborate effectively to deliver high-quality assets on time. Detail-oriented and creative, I push boundaries to create memorable experiences. Ready to leverage my technical skills and artistic vision to contribute to the success of innovative gaming projects

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.

Product Visualization

- Managed projects for product visualization, focusing on accurate modeling and rendering.
- Communicated closely with clients to deliver exceptional results.
- Used lighting techniques to showcase products effectively.