

DANIES BENNY

3D DESIGNER

+971589209557 | daniesbenny14@gmail.com | www.linkedin.com/danies-benny/ Al Nahda Dubai, UAE

PROFILE

I am a creative and detail-oriented 3D Artist with over three years of experience in modeling, texturing, lighting, and rendering. I specialize in transforming ideas into clean, realistic, and visually engaging digital assets. My work includes product visualization, interior/exterior design, stylized modeling, and AR-ready asset creation. I collaborate effectively with designers, developers, and clients to deliver high-quality results on time. Passionate about visual storytelling and continuous learning, I constantly push myself to improve both creatively and technically. I focus on producing optimized, high-performance models that meet modern industry standards. My goal is to create meaningful, impactful designs that blend creativity with technical precision.

EXPERIENCE

RR Donnelley 3D Artist, August 2022 - October 2025

- Led the development and execution of 3D assets for multimedia projects, ensuring adherence to project guidelines and deadlines.
- Collaborated closely with art directors and project managers to understand project requirements and deliver high-quality 3D models and textures.
- Maintained up-to-date knowledge of industry trends and emerging technologies to continually enhance skills and improve project outcomes.

Freelance 3D Designer 2022 – Present

- Created 3D products, interiors, stylized assets, and visualization projects for clients worldwide.
- Designed footwear, fashion concepts, and stylized 3D models with clean and professional output.
- Produced high-quality renders optimized for brands, e-commerce, and social media marketing.
- Strong focus on client satisfaction, communication, and on time delivery

EDUCATION

Image Creative Education C-Tech HD

3D Animation, 2019 - 2022

St. Joseph's Higher Secondary School

Secondary School, 2017 - 2019

SKILLS

3D Modeling & Texturing, Product Visualization, Rendering (V-Ray, Cycles, Arnold), Augmented Reality (AR) Asset Optimization, Lighting & Composition, Environment and Prop Design, PBR Workflow, UV Mapping & Baking, 3D Animation Basics, Concept Visualization & Storytelling, Project Collaboration & Time Management

SOFTWARE EXPERTISE

Autodesk Maya, Blender, ZBrush, Adobe Photoshop, Substance Painter, Quixel Mixer, AutoCAD, Autodesk 3dsMax, VRay

LANGUAGES

English, Malayalam, Tamil

PORTFOLIO

ArtStation : www.artstation.com/danies-benny