

# NAMRATA SUNIL KAMBLE

3D Modeler – Game Assets & Interactive Environments

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Currently in Pune and open for relocation as per job requirements.

## EDUCATION

### B.Tech –Computer Science

Rajarshi Shahu College Of Engineering,Pune

2020-2024

CGPA: 8.99/10

## SKILLS

- 3D Modeling: Blender, SolidWorks, ZBrush
- Game Engines: Unity 3D
- Texturing & Shading : Substance Painter
- Web-Based 3D: Spline 3D, Framer
- Programming: Python

## LANGUAGE

- English
- Marathi
- Hindi

## HOBBIES

Acting

Dance

Creative Media Design

## PROFESSIONAL SUMMARY

Creative and technically skilled 3D Artist with a B.Tech in Computer Science and hands-on experience in game asset development, real-time environments, and web-based 3D content. Proficient in Blender, SolidWorks, Unity 3D, and Spline. Adept at translating 2D designs into optimized 3D models for interactive media, games, and industrial simulations. Passionate about building immersive, dynamic experiences for both web and gaming platforms.

## PROFESSIONAL EXPERIENCE

July 2024 – present

Assist Design

3D modeler

## PROJECTS

- Interactive Walkthrough – Oil Rigs (Blender + Unity)

Assist Design

Created a detailed, real-time 3D walkthrough of offshore oil rigs. Modeled game-ready environments in Blender and integrated them into Unity for interactive navigation and exploration.

- Industrial 3D Components from DWG Drawings (SolidWorks)

Assist Design

Translated 2D DWG technical drawings into precise 3D mechanical components using SolidWorks. These components were later optimized for use in simulation or game environments.

- Website-Embedded 3D Interactions (Spline 3D)

Assist Design

Developed responsive, interaction-based 3D elements for modern websites using Spline 3D. Features included hover effects, animated object behavior, and user-driven camera controls.