



M. Salman Barkat

Creative 3D Generalist

About me

3ds Max, Maya & Unity
Expert | 3D Modeling &
Animation for Games,
Films, and Simulations |
Specializing in Stylized
Characters &
Environments and Props

Contact Me



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Lahore, Pakistan

Tool Efficiency

- 3ds Max
- Photoshop
- Blender
- Unity
- Maya

Work Experience

- **Senior 3D Generalist**
Verx Solutions | 2021-2024
 - Hard-surface & organic modeling expertise.
 - Optimization for real-time engines (Unity).
 - Collaboration with dev teams for asset optimization.
- **Mid-Level 3D Generalist**
HighBit Games | 2019-2020
 - Modeling: 3Ds Max, Maya, Blender
 - Texturing: Substance Painter, Photoshop

Education

- 2020
National College of Arts, Lahore
Diploma in Fine Arts/Design
- 2018-2019
COMSATS Institute of Information Technology, Lahore
BS Graphics Design