Piyush Assudani,
3d Artist,developer

🔘 Available

*"I am an **3d arist** who loves to **code in blender 3d"**.
Currently learning **THREE.JS** to build some really great
web experinces.*

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in [piyushassudani](#)

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Work Experience

Mar 2022- Present

Creative Developer 🔷
🟠 **Invact Metaversity**

Landing pages and LMS updates
- Build a LMS features dna
- www.invact.com using NEXT JS frame work and Typescript

Mar 2022- Present

3D Designer 🔷
💡 **Invact Metaversity**

Education University in Metaverse, Bangalore
- Build JSON export addon in blender using bpy python API
- optimized workflow form blender 3d to THREE.Js
- Build city maps and animations for the metaversity using blender 3d
- Renders

Oct 2021 – Apr 2022

3D Artist Intern → Full Time 3D Artist 🔷
🔺 **Trisetra Tech company in palo alto, california**

- Modeled and textured customizable 3d models for furniture on web
- Animated website Hero animation for trisetra
- Optimized workflow using geometry nodes
- Rendered and modeled realistic scene renders in blender

Aug 2020 - Present

Freelancing 🔶

Multiple companies

Built projects for multiple companies
- **Esta Plasto**
  Behance Gallery
- **Kaboodle Inovation**
  Under NDA
- **Shristi Lifescience**
  Under NDA
- **Xelp**
  Under NDA

Projects

🐟 FeedFishy ⬛ 🔗
A ThreeJs based based game.

⬛ Rapogen ⬛ 🔗
A demo page for Rapogen using R3f

🟣 polygon ⬛ 🔗
A Project landing page for Polygon using R3f

more...

Education

B. E in mechanical Engineering
SVPCET,
2018 - 2021
Bachelor's degree

Diploma in Mechanical Engineering
Anjuman polytechnic,
2015 - 2018

Skills

React   **Next Js**   **PostgressSQL**

JavaScript   **TypeScript**   **Three Js**

Figma   **Blender**