Mayank Yadav

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Summary —

As a highly skilled **3D Artist and Game Designer**, I bring a unique blend of **Artistic Creativity** and **Technical Proficiency** to every project. I specialize in creating visually stunning **3D models, animations, and environments**, as well as designing **Immersive and Engaging Gameplay Experiences** for a variety of platforms. With expertise in **C++ programming** and **Unreal Engine**, as well as **C#** and **Unity**, I am able to bring complex game mechanics to life and optimize performance to deliver seamless gameplay experiences. With a deep understanding of **game design principles** and a strong **attention to detail**, I am committed to delivering exceptional work that meets client expectations.

Technical Skills

Languages	C++, C#, Dart(Flutter) Python, Bash, TypeScript, CMake, Latex, Matlab
OS	Ubuntu, Arch, Fedora, Windows
Libraries	Vulkan, OpenGL, BabylonJS, FlameEngine
Dev Tools	VS Community, VS Code, Git, Github, Jira, BitBucket
Software	Blender, ZBrush, Unreal Engine, Unity, Substance Painter, Substance Designer, Krita, Inkscape, DaVinci Resolve, Affinity Designer, Affinity Photo, FreeCAD, Figma
Skills	3D Modelling(Organic and Hard surface), UV Editing, Texturing, Lighting, Rendering, Digital Sculpting, Environment Art, Concept Art, Portrait, Character Art, Animation, Editing, Compositing, Color Grading, VFX, Game Design, Game Development, Game Engine Development, CAD, UI/UX Design, Web Design, App Design, Traditional Art

Soft Skills

Communication English, Hindi, Punjabi

Experience

Athena Education   **Aug 2024 – May 2025**
Expert Mentor

– Mentoring Game Design and Animation student projects

Athena Education   **Mar 2024 – Aug 2024**
Senior Associate - Design

– Mentored and managed portfolio projects for Ivy and other college applicants and high schools students
– Conducted a Game Design and Development Academy to introduce game design and development to middle school students
– Mentored and Guided students projects in diverse fields such as CAD, product design, web design, animation, game design, ui/ux etc.
– Mentored students for international competitions such as Breakthrough Challenge
– Ideated and helped ideate projects for students in various fields.

Monkey Science   **Aug 2023 – Oct 2023**
Creative Engineer

– Designed real time interactive 3D Simulations for high school level science using Typscript and BabylonJs
– Integrated simulations into runtime production environment made with React and typescript

Monkey Science   **May 2023 – Jul 2023**
Intern Creative Engineer

– Designed real time interactive 3D Simulations for high school level science using Typscript and BabylonJs

Education

Indian Institute of Information Technology, Una
Bachelors of Technology, Computer Science and Engineering