

3D MODELING & DEVELOPMENT

Rahul Nair

Graphic Art & Product Design Portfolio

Wanderer [Aug 2020]

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Expertise

I'm a Software Engineer who combines professional development at Esko with a passion for iOS apps, 3D modeling, and indie game creation.

HISTORY

My journey into design began with creating application mockups before evolving into a deeper passion for graphic arts during college. As both a designer and developer, I have the unique ability to transform my creative vision into fully-realized products, ensuring my applications and games maintain their intended aesthetic from concept to completion.

CURRENT ROLE

Software Engineer - 1 | Esko Graphics BV

ONGOING INDIE PROJECT

Chief of the Valley



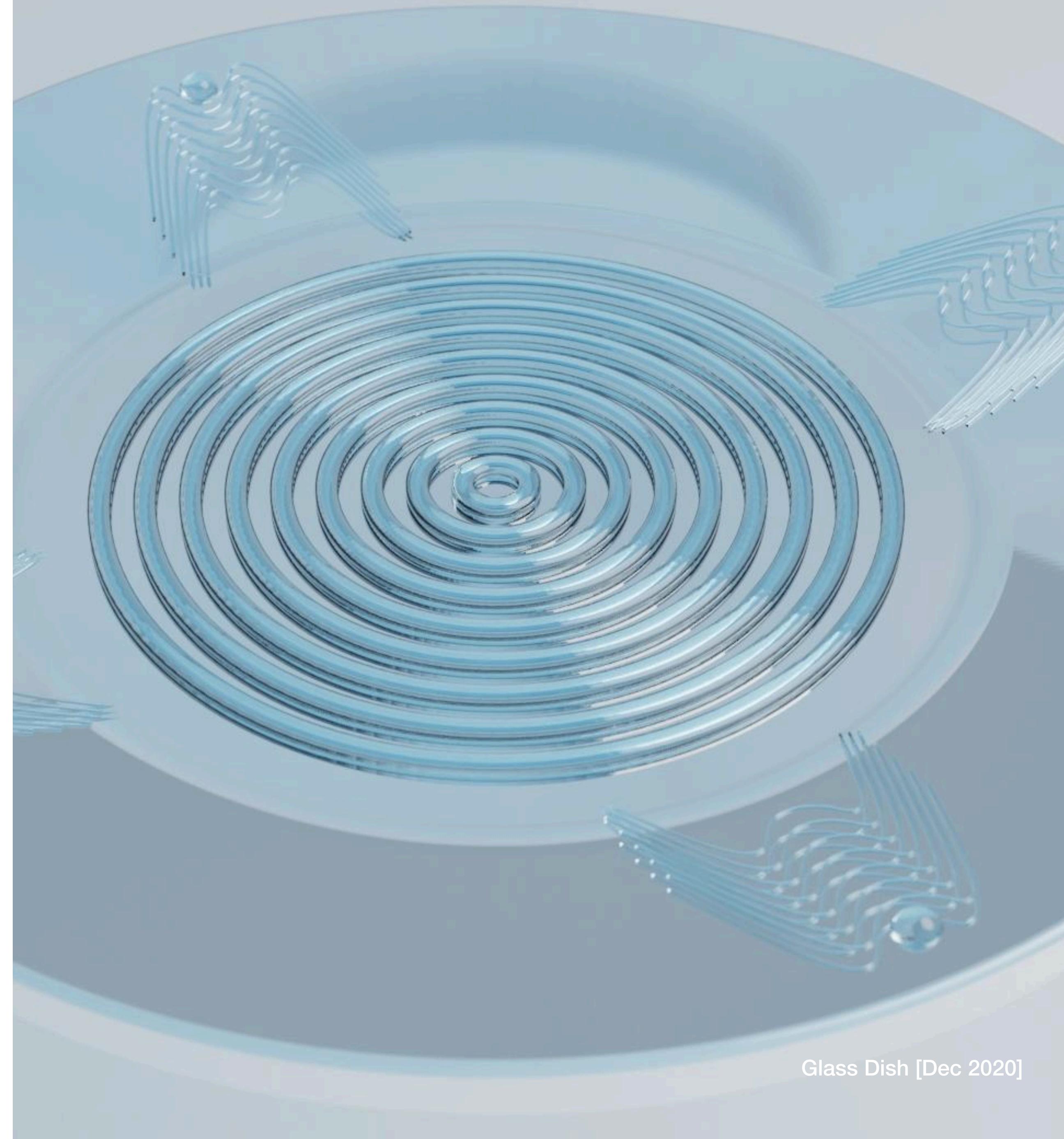
Model 3 [Sep 2021]

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FREELANCE

3D Product Design

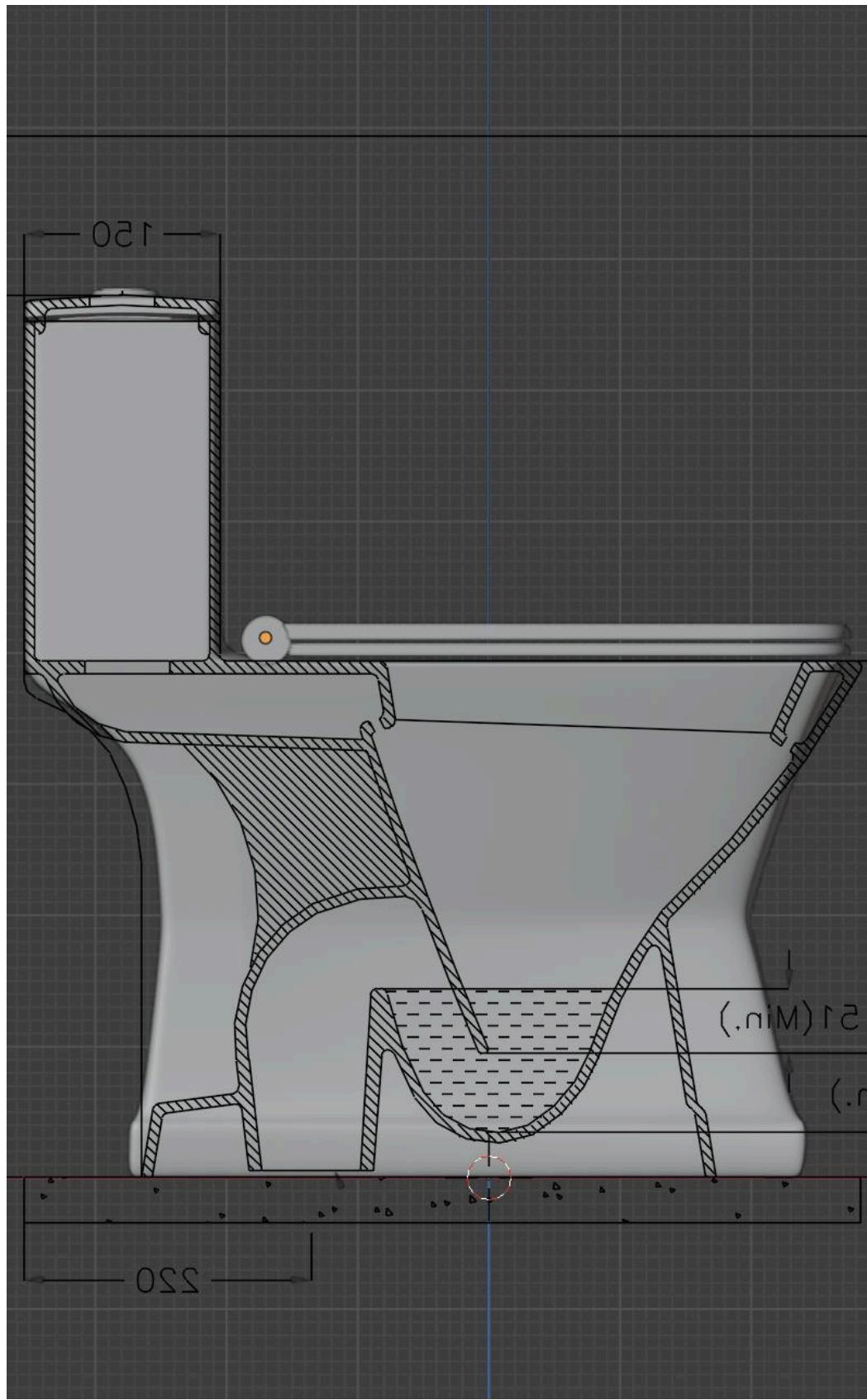
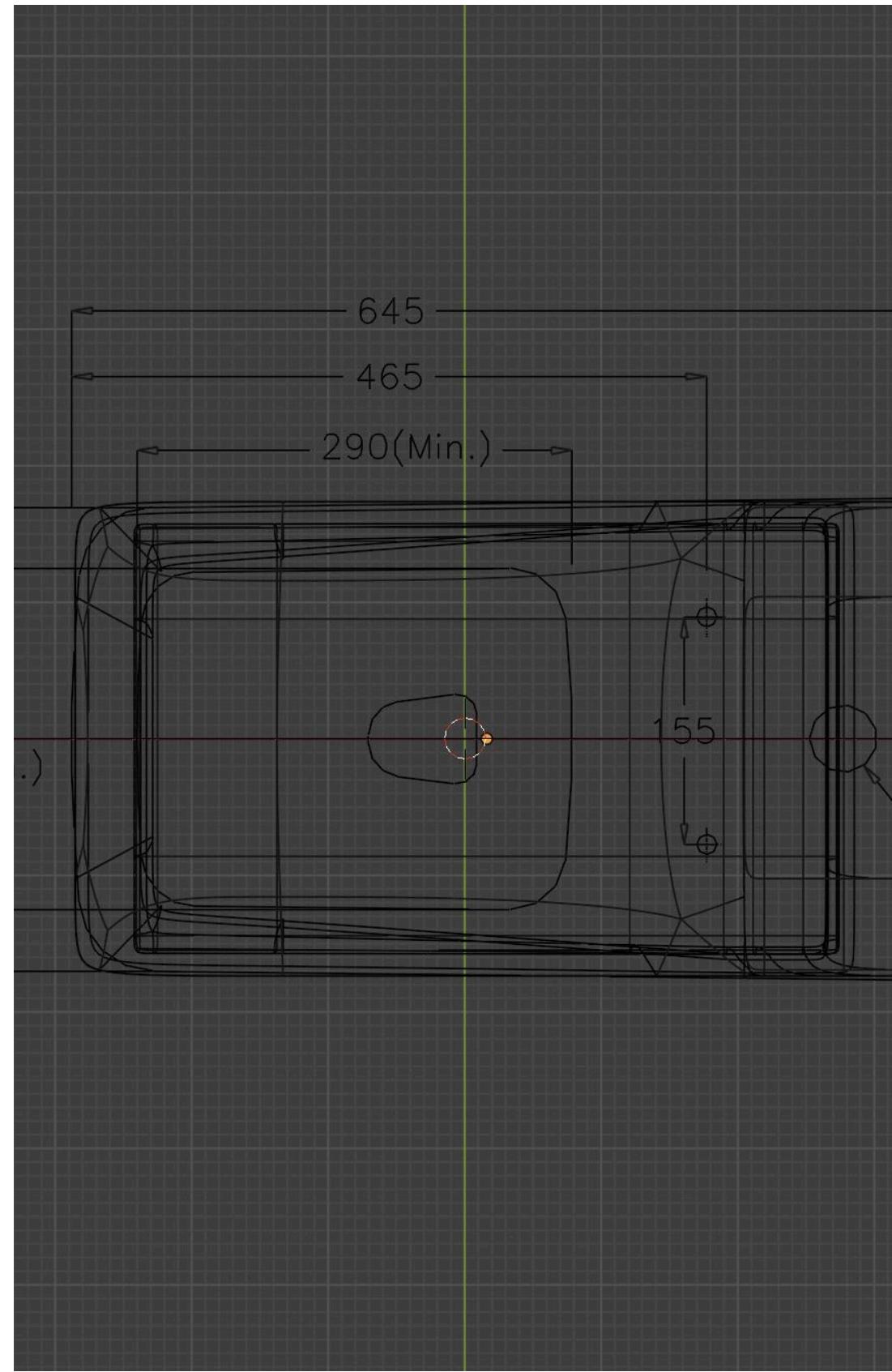
These selected works represent my journey as a freelance designer.



Glass Dish [Dec 2020]

Water Closet Modeling for Kohler Ad

Delivered high-fidelity 3D models and renders of Kohler's touch-less water closet, Tozzo, contributing to their product advertising campaign. Specifications to the models were provided by Kohler.



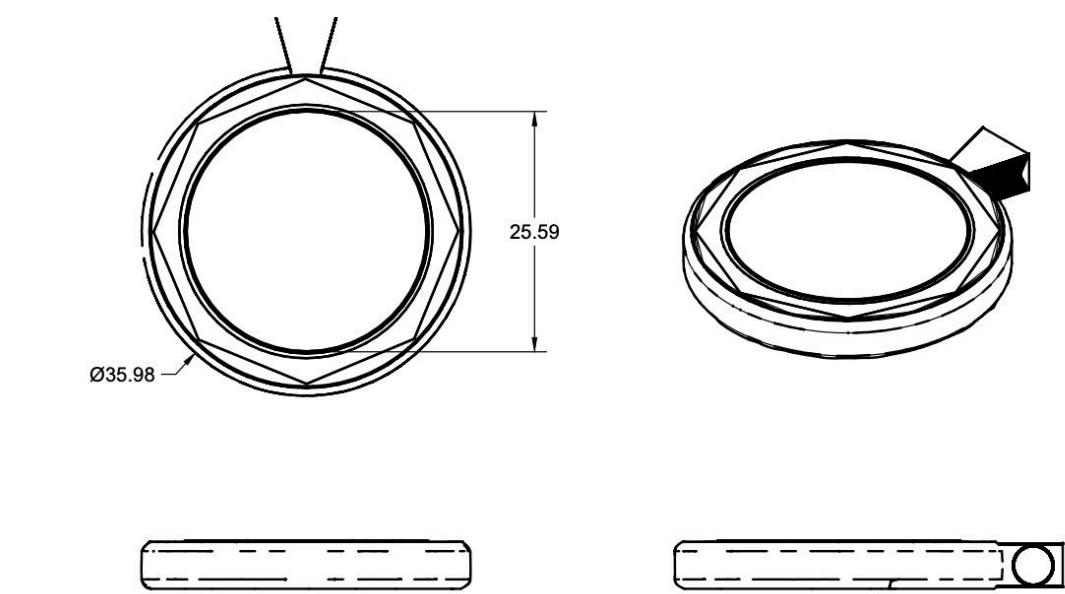
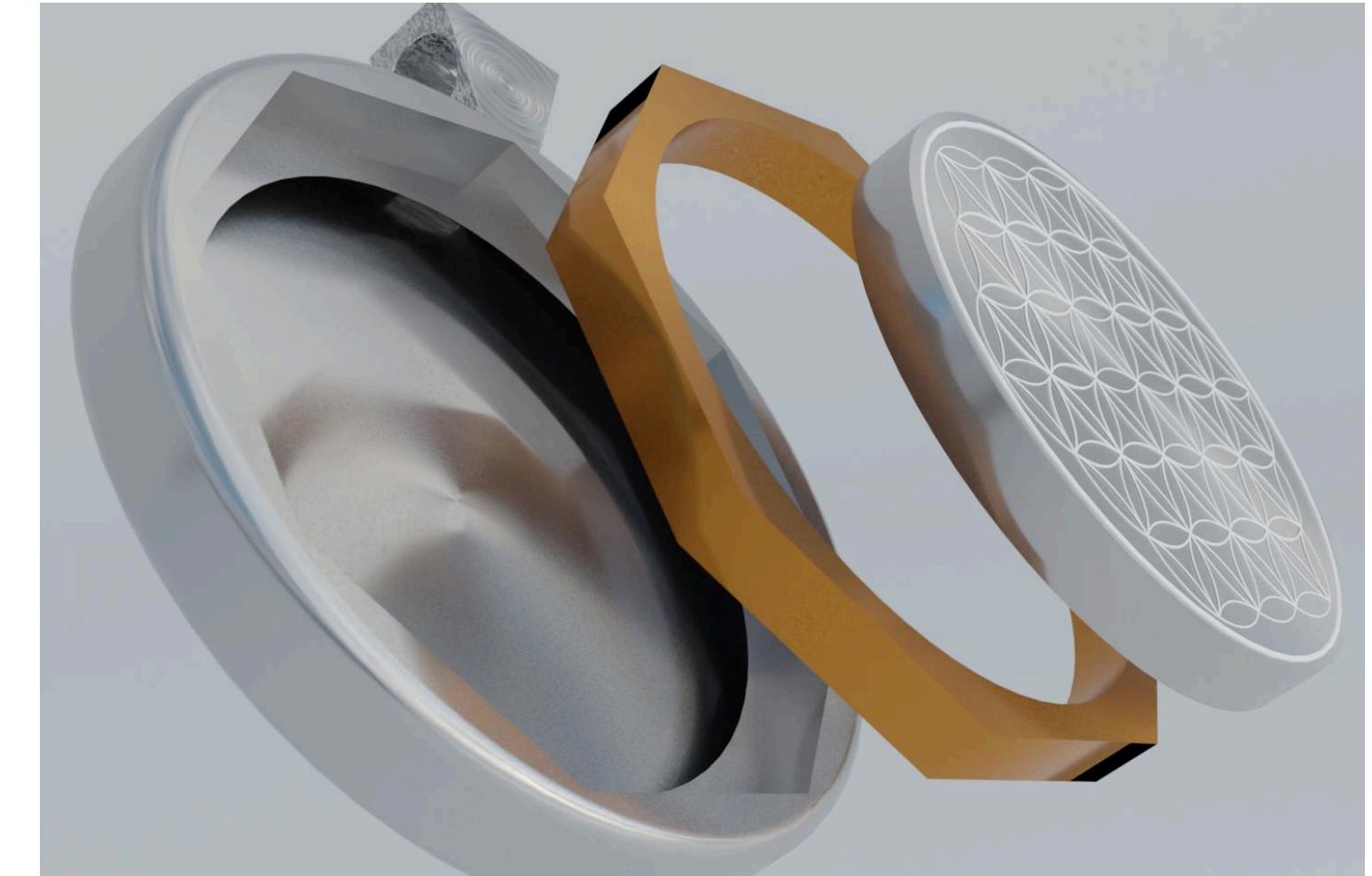
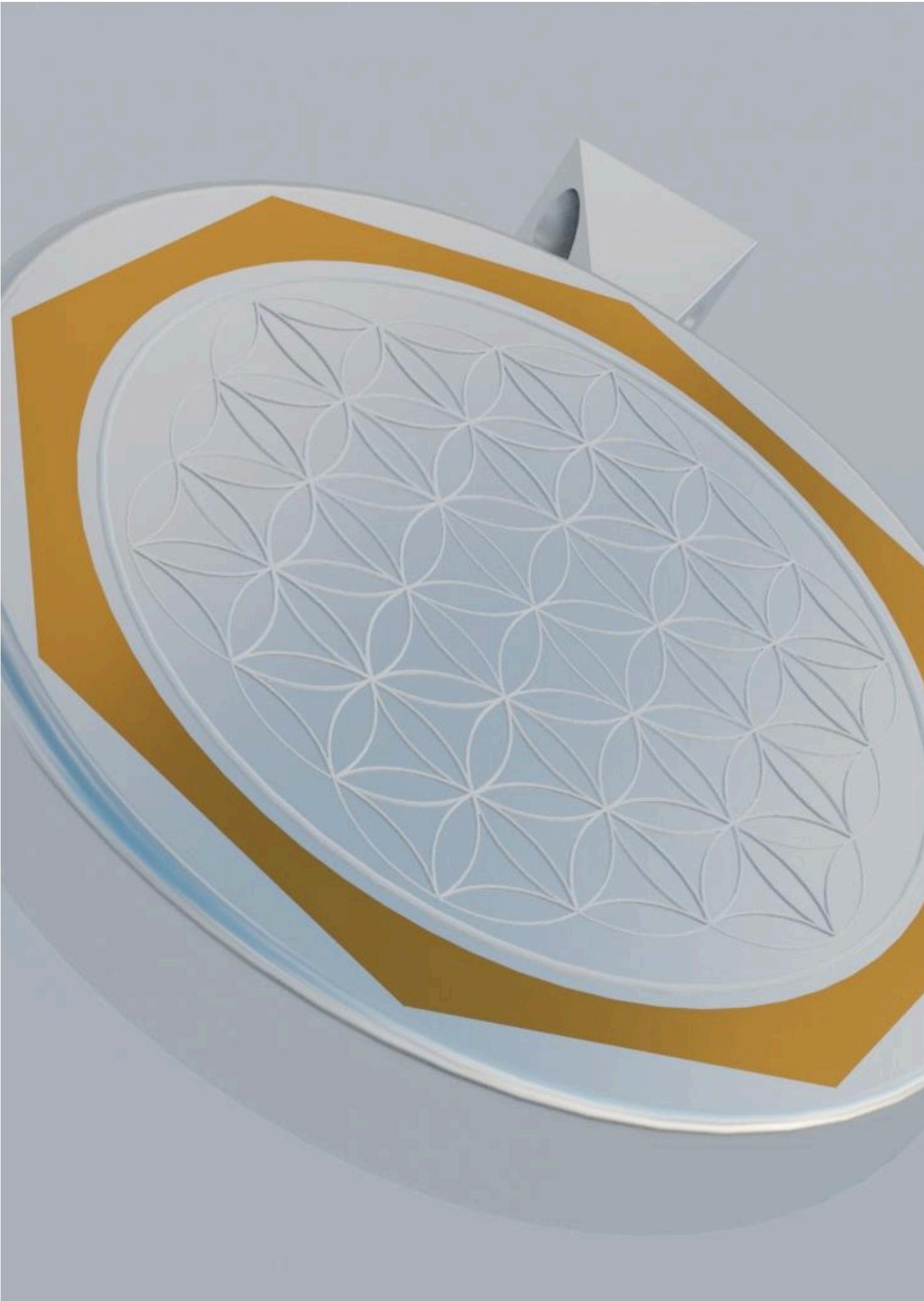
Magnetic clip-on glasses

Done as part of a larger project for a third-party client. Designed an innovative magnetic clip-on system for eyewear, combining security with seamless design aesthetics.



Ornament - Metal Pendant

Created detailed 3D models and manufacturing-ready CAD drawings for a custom ornament, leveraging Fusion 360 for precise prototyping and measurements based on client specifications.



PROJECT	Dezpad		
TITLE	Pendant Technical Drawing		
<hr/>			
APPROVED	SIZE	CODE	DWG NO
CHECKED	B		

SOLO

3D Projects

The following projects are selected from my collection to represent my creative journey in graphic arts and 3D modeling, each one pushing the boundaries of my artistic expression and technical expertise.

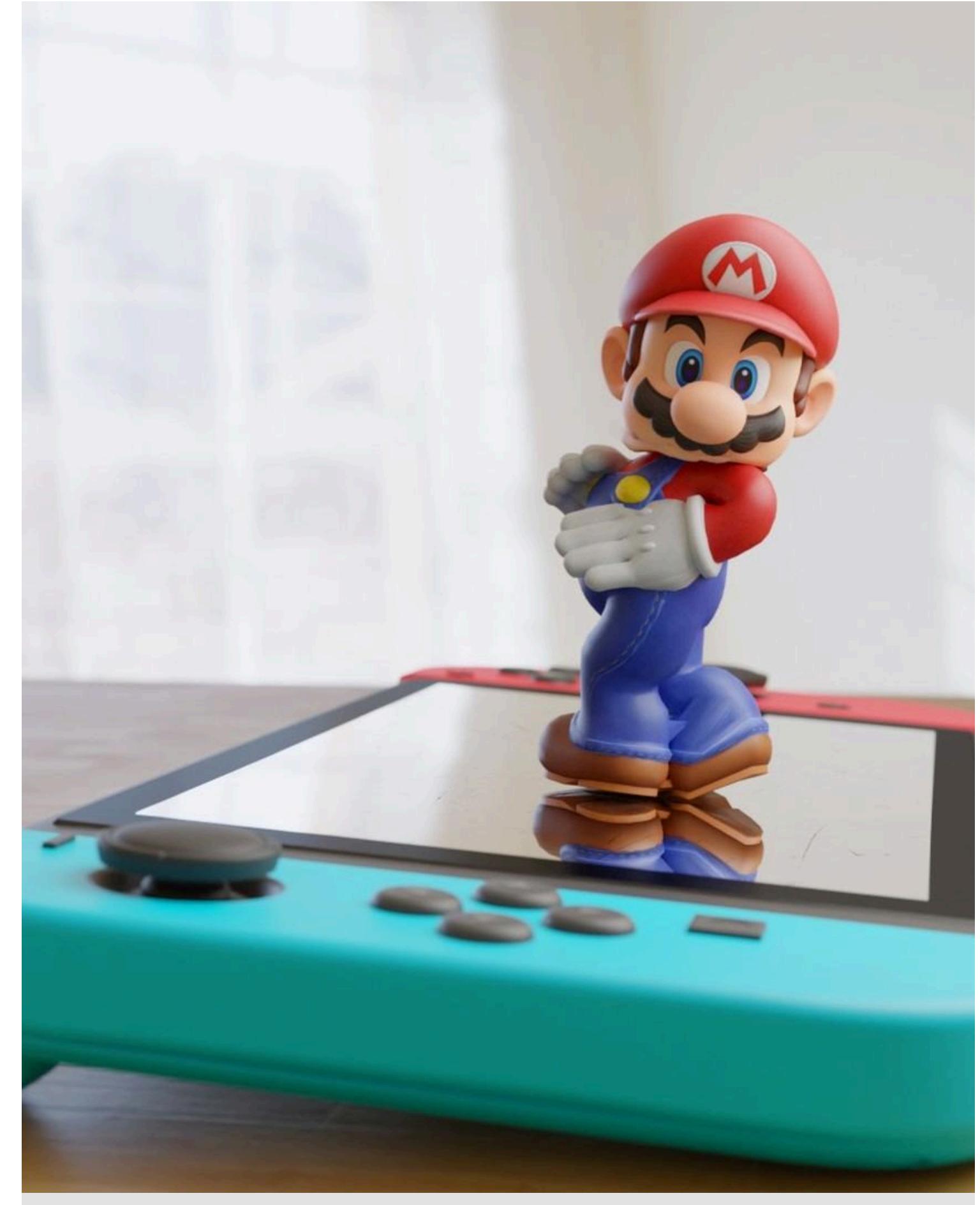


Gateway [Jun 2020]

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Imperfections Series

This exercise in photorealistic modeling taught me how subtle imperfections and strategic beveling can create convincingly lifelike renders that seamlessly integrate into real-world environments.



The Controller

Through this detailed recreation of the PS5 controller, I mastered Cinema 4D's modeling tools and Substance Painter's texturing workflow while exploring the capabilities of RedShift's rendering engine.

Video link: https://youtu.be/o8ejpSDilbM?si=jK_spM6fLDLJ1Q3



The Controller [Oct 2021]

SOLO

UI / Dev Projects

These UI mockups and wireframes represent the foundational designs of my solo applications, bridging the gap between concept and development. I worked solely on both the design as well development stages of these apps.



Project Qyuu - Statistical Quality Analysis App

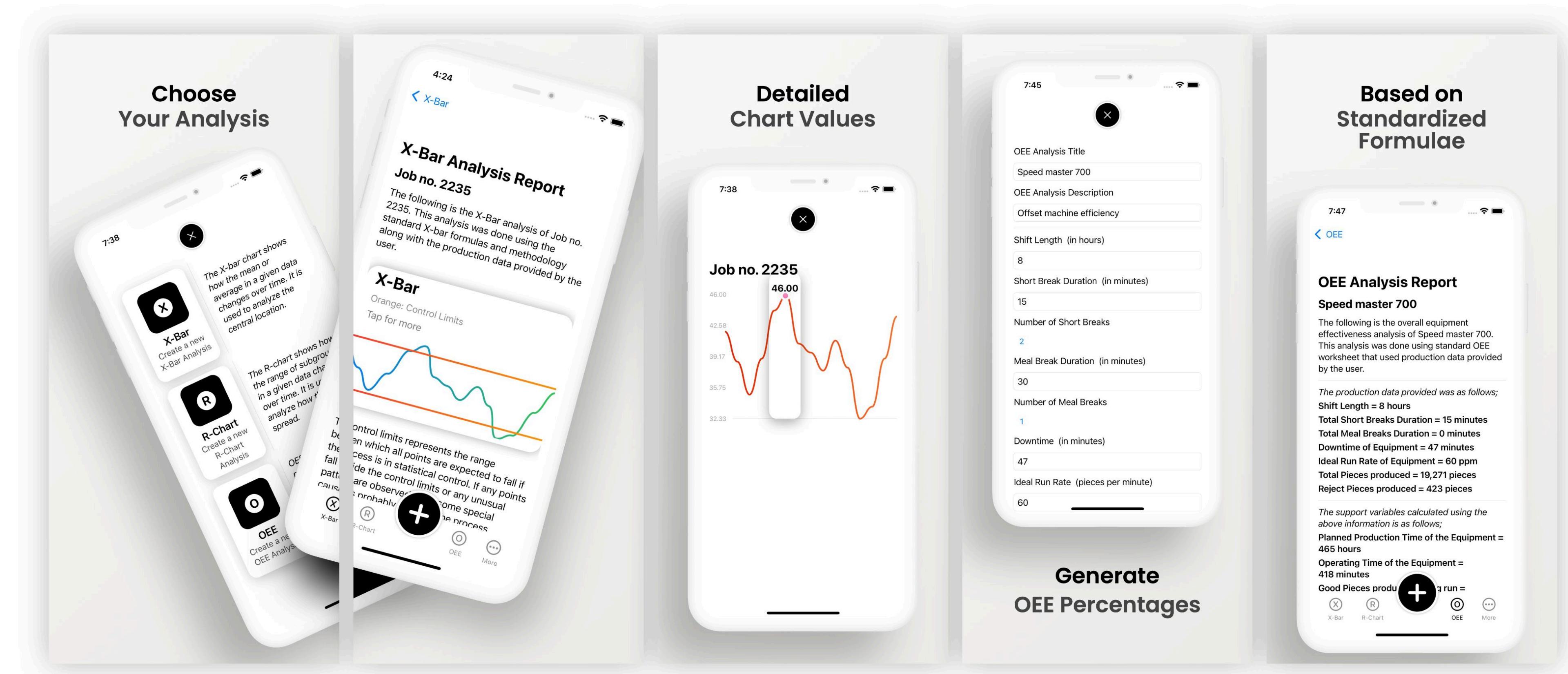
Statistical Quality Analysis app designed for packaging and printing machines. The app provided calculations and reports for the efficiency of the print machines. It was done as part of a 2nd year college solo project in the SQA Lab which evolved into a full-fledged professional tool. The app was live on the Apple AppStore for the year 2021.

SQA Lab Advisor:

Dr. Ramnath Shenoy

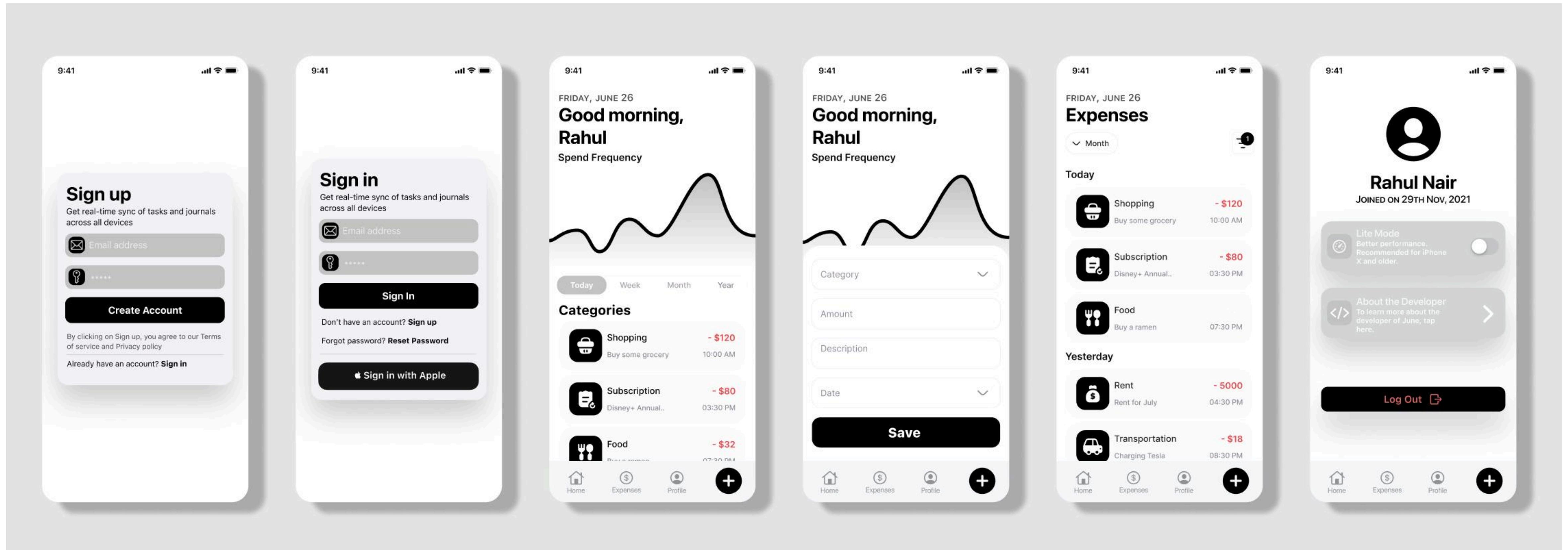
Email:

ramnath.shenoy@manipal.edu



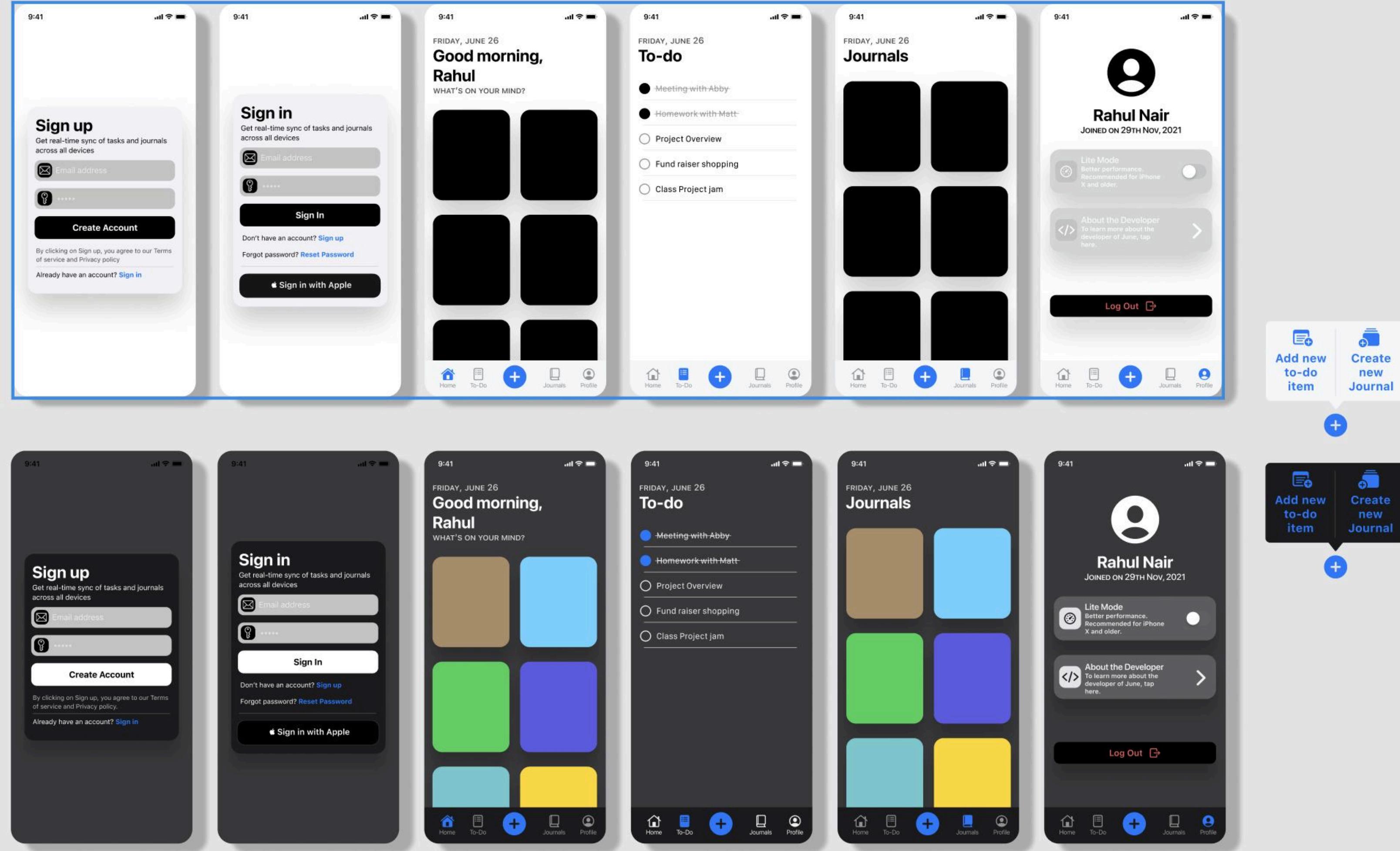
Project Dot - Expenses Tracking App

I created Dot, an expense tracking app for iOS and iPadOS, to explore SwiftUI and CoreData fundamentals. This self-designed project underwent private testing across Apple devices, serving as a practical exercise in modern iOS development.



Project June - Journaling App

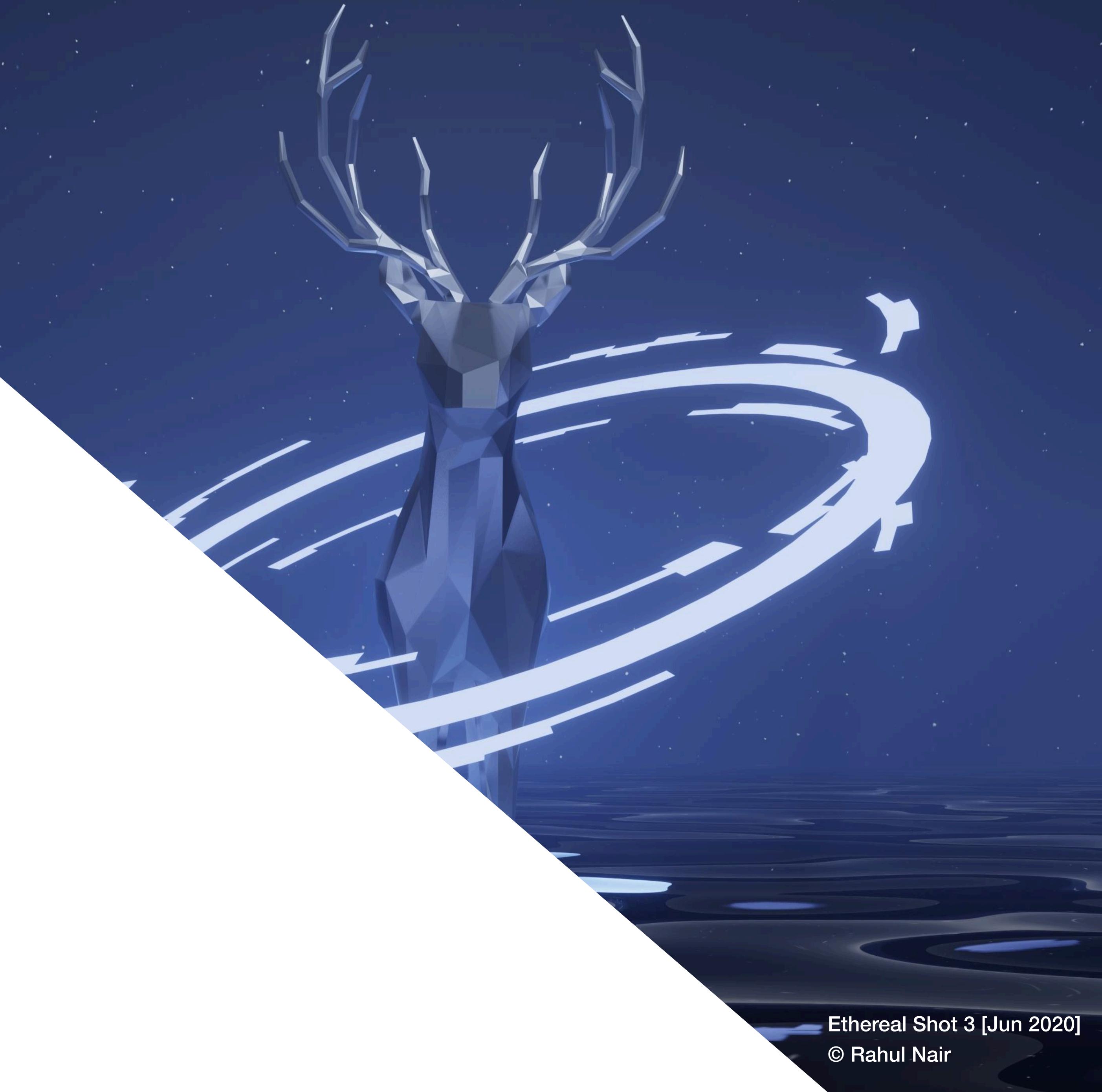
I developed a feature-rich journaling app for iPhone with comprehensive CRUD functionality and dark mode support, privately testing it through TestFlight as an exploration of advanced iOS development techniques.



Thank You

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Additional work available upon request



Ethereal Shot 3 [Jun 2020]

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