MANSOOR KHAN

COMPUTER ENGINEER

PROFILE INFO

WEBSITE LINK

Qualified Computer Engineer and Detail-oriented professional with exceptional interpersonal skills, team working abilities. Expertise in coding, 3D Design and optimization for game engines.

CONTACT INFO

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Rawalpindi Pakistan

MY SKILLS

- BLENDER
- 3D MODELLING/ANIMATION
- Houdini
- OPTIMIZATION
- VR DEVELOPMENT
- UNREAL ENGINE
- UNITY
- PYTHON PROGRAMMING
- PROCEDURAL MODELLING

EDUCATION

BE Computer Engineering
NUST
2019 - 2023

FSC
FG Sir Syed College Rawalpindi
2017 - 2019

SOFT SKILLS

- COLLABORATION
- COMMUNICATION
- QUICK LEARNING
- TEAM MANAGEMENT
- ANALYTICAL THINKING

INTERESTS

- TECHNICAL ART
- GAME DESIGN
- ANIMATIONS
- 3D ART
- AUTOMATION

WORK EXPERIENCE

3D Generalist
Blenwiq — **June 2021 - Aug 2022**

- Created 3D models and animations. Used software like Blender, Substance Painter, After Effects and Premiere Pro for creating engaging content.

Technical Artist [Unreal Engine]
XR Hive, SINES-NUST — **June 2022 - Feb 2024**

- Created Optimized 3D models for VR Applications
- Built functionalities for different components using Blueprints in Unreal Engine

Technical Artist [Unreal Engine]
Synapsify — **Feb 2024 - Current**

- Creating photorealistic synthetic data
- Creating custom sensors for segmentation
- Build tools for environment design
- Creating complex custom materials

ACHIEVEMENTS

★ **COMPPEC WINNER 2023**

Participated in COMPPEC 2023 and presented my FYP titled: **Vehicle VR simulator.** Won the **first prize** in the VR/AR category.

PROJECTS

VR Based Vehicle Simulation
Developed a multiplayer vehicle simulation in Unreal Engine with VR support, featuring optimized terrains, 3D modeling, animations, gameplay interactions, and player performance diagnostics.

Procedural Terrains Using Gaea
Developed high-quality procedural terrains in Gaea using real-world data for a VR application, importing height maps into Unreal Engine with layered materials and foliage dynamically adapting to terrain features.

Synthetic Data Using Unreal Engine
Developed synthetic datasets in Unreal Engine with instance segmentation sensors, incorporating domain randomization and procedural content generation.

Procedural Plant Generation in Houdini
Designed a procedural plant generation system in Houdini, integrating randomization, segmentation logic, and Python scripts to produce hundreds of variations.