



Vishal Deshwal

Unity Technical Artist

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🏠 Palwal, Haryana

🌐 [vishal deshwal](#)

🌐 [Website](#)

Profile

As a Unity Technical Artist with over 5 years of experience, I specialize in creating immersive virtual worlds for Games and AR/VR applications.

Education

BCA (2016 – 2019)

IEC UNIVERSITY, HIMACHAL

12th (2015 – 2016)

Board of School Education, Haryana

Work Experience

Mai Labs

Unity Technical Artist

Noida, 2022 – Present (Hybrid)

- Developed 3D virtual worlds for VR, PC, and WebGL platforms.
- Created custom tools in Unity to streamline workflows.
- Integrate assets, sculpt terrains and props placement
- Implemented colliders, lighting, navmesh, and occlusion culling for optimized builds.

Golden Digitech

3D & Unity Artist

Mumbai, 2021 – 2022 (Remote)

- Worked on Ludo and Teen Patti game development for mobile platforms.
- Designed UI in Figma and integrated it into Unity.
- Focused on optimization techniques, including creating sprite sheets for performance enhancement.

Unicorn Prime

3D & Unity Artist

Faridabad, 2019 – 2021 (Hybrid)

- Modeled, textured, and rendered products for e-commerce platforms.
- Optimized assets and lighting for real-time rendering.
- Developed interactive WebGL product experiences in Unity.

Skills

- Unity 3D
- Gaia
- Atlas Terrain
- Bakery Lightmapper
- Maya
- V-ray
- Substance painter
- Houdini
- Figma
- HTML/Css
- JavaScript
- C#