NITIN KULSHRESTHA

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Professional Summary

Creative and results-driven **Programmer and 3D/Game Designer** skilled in **3D modeling, rendering, and game development**. Proficient in **Blender, Unreal Engine, Unity, and multiple programming languages**, with strong problem-solving abilities and a focus on delivering efficient, high-quality projects.

Education

Aryabhatta College of Engineering and Research Centre   Bachelor of Computer Science | 2022 - 2026

Experience

Metal Plate Straightening Machine – 3D Modeling Project | Freelancer
- Designed a detailed 3D model of a metal plate straightening machine using Blender/3D software.
- Focused on accurate mechanical component modeling, realistic material texturing, and assembly visualization.
- Highlighted functional parts such as rollers, frames, and adjustment mechanisms with attention to precision and proportion.
- Enhanced skills in mechanical modeling, scene composition, and rendering for engineering visualization purposes.

Game Design & 3D Model Design Intern
ALC Company | 3 Months | 06/2025 – 08/2025
- Designed and developed 3D models and game assets using **Blender**.
- Contributed to gameplay concepts and environment design in **Unreal Engine** and **Unity**.
- Collaborated with the design team to optimize creative workflows and project delivery.

3D/Game Designer | ALC Company | 09/2025 - Present
- Designed and developed high-quality 3D models, game assets, and environments using Blender.
- Led the creation and implementation of gameplay concepts and interactive environments in Unreal Engine and Unity.
- Collaborated with cross-functional teams to streamline creative workflows, optimize asset performance, and ensure timely project delivery.
- Applied expertise in modeling, texturing, lighting, and scene composition to enhance overall game quality.

Skills

Technical Skills	Python, Java, C, C++, C#, SQL, MongoDB, HTML, CSS, JavaScript, WordPress
Tools & Platforms	Blender, Unreal Engine, Unity 3D, VS Code, PyCharm, Adobe illustrator
Soft Skills	Adaptability & Resilience Under Pressure

Projects

My AI: My AI combines facial recognition, voice command functionality, and automation of common tasks like web browsing, using the keyboard, or retrieving information from various sources (e.g., Wikipedia, news, and system functions).

Face Recognition: This implements an automated face recognition-based attendance system. This can be used as a helpful tool for automating attendance in schools, colleges, and educational institutions.

Object Recognition: This AI performs real-time object detection using the computer's webcam and announces detected objects using text-to-speech (TTS).

Bank management system: This project appears to be a personal banking application or system. This would involve creating a digital representation of a banking system where users can manage their finances, perform transactions, and track account activities.

Cube Game | 3D in Unity: Created a straightforward Unity 3D game with cube movement, collision detection, and fundamental physics. created interactive environments, improved scene setup for fluid performance, and used C# scripting to implement gaming dynamics. obtained practical expertise with Unity workflows, level design, and game production.

Projects Using Blender 3D Rendering: Used Blender to create a number of 3D models and scenarios with an emphasis on sophisticated rendering methods and styled design.

    Mushroom Terrarium: A glass bottle terrarium was designed with a focus on material qualities, transparency, and realistic lighting.

    Low-Poly Interior Scene: A stylized living room with furniture placement, lighting, and scene composition was modelled and textured.

    The Fantasy Sword-in-Stone setting was created with an emphasis on environmental storytelling, object detailing, and stylized shading.

    Improved proficiency with Blender's 3D modeling, texturing, lighting, rendering, and scene composition and etc.