MIHIR DEVANAND PATIL

3D Environment Artist | 3D Modeller | Visual Effects Artist

[LinkedIn](#) | [GitHub](#) | Portfolio | [ArtStation](#) | [Behance](#)

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PROFESSIONAL SUMMARY

Motivated Computer Science graduate and passionate 3D Environment Artist with hands-on experience in creating immersive digital environments. Skilled in industry-standard tools including Blender, Unreal Engine 5, and Substance Suite. Proven ability to transform creative concepts into high-quality 3D assets and environments. Strong technical foundation combined with artistic vision and collaborative problem-solving skills.

TECHNICAL SKILLS

3D Modeling & Animation: Blender, Autodesk Maya, 3ds Max, ZBrush, Marvelous Designer

Realtime Rendering: Unreal Engine 5, Asset Creation, Environment Design, Lighting Design

Texturing: Substance Painter, Substance Designer, Quixel Megascans

Programming Languages: JavaScript, TypeScript, React.js, Next.js

Design Software: Adobe Photoshop, Adobe Illustrator, Adobe InDesign, Figma

Version Control: Git, GitHub

Core Competencies: Environment Art, Asset Designing, Texture Creation, Lighting Design, Visual Storytelling, Attention to Detail, Team Collaboration, Fast Learning, Adaptability

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PROFESSIONAL EXPERIENCE

Internship Trainee

Bangera Studio | Vasai, Mumbai | Feb 2023 - Jun 2023

• Gained hands-on experience in professional filmmaking workflows and 3D art production pipelines • Collaborated with creative team on multiple short-term projects under mentorship of industry professionals • Created 3D models, textures, and visual assets using Blender, Adobe Photoshop, and Illustrator • Developed foundational skills in 3D modeling, graphic design, and logo design • Applied creative problem-solving skills to meet project deadlines and quality standards • Enhanced understanding of real-world creative workflows and industry best practices

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PROJECTS

Tori - Japanese Shrine Environment

Tools: Unreal Engine 5, Blender • Designed and developed a spiritual shrine scene inspired by traditional Japanese architecture • Implemented atmospheric lighting and natural environmental elements for immersive experience • Optimized assets for real-time rendering while maintaining visual fidelity

Lalita - Character Art & Environment

Tools: Blender, Substance Painter, Marvelous Designer • Created detailed 3D character renders of Goddess Lalita with symbolic aesthetics • Developed intricate costume details using Marvelous Designer cloth simulation • Designed vibrant environmental backdrops to enhance character presentation

Hall - Architectural Visualization

Tools: Unreal Engine 5, Blender • Built grand hall environment focusing on structural design and spatial composition • Implemented advanced lighting techniques to create mood and atmosphere • Optimized scene for interactive exploration and visual storytelling

Garden - Natural Environment Design

Tools: Unreal Engine 5, Blender • Designed tranquil garden environment with lush vegetation and natural elements • Applied realistic lighting and material properties for photorealistic results • Optimized asset density for performance while maintaining visual quality

EDUCATION

Bachelor of Science in Computer Science Viva College of Arts, Science and Commerce, Virar (W) | 2022 - 2025 (Expected)

Relevant Coursework: Data Structures, Algorithms, Computer Graphics, Software Engineering

CERTIFICATIONS

• Graphic Designing Certification - Computech Computer Academy (AICPTR) • Desktop Publishing (DTP) Certification - Computech Computer Academy (AICPTR) • Compositing Certification - Computech Computer Academy (AICPTR) • 3DS Max Certification - Computech Computer Academy (AICPTR) • Master the Blender for Game Art, Film & Design - Udemy

ADDITIONAL INFORMATION

Languages: English (Fluent), Hindi (Native), Marathi (Native), Korean (Beginner | Lvl 2), Mandarin Chinese (Lvl A1 [CEFR])

Interests: Game Development, Visual Effects, Digital Art, Emerging Technologies, Continuous Learning