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ADDRESS
DELHI, INDIA

RESUME

[SENIOR 3D ARTIST] [VAIBHAV CHAUHAN]

Creative and results-driven 3D Artist with 4+ years of experience in photorealistic product visualization, hard-surface modeling, immersive environments, and real-time visualization. Skilled in Blender, 3ds Max, Unreal Engine, lighting, rendering, and visualization pipelines. Delivered anamorphic installations, CGI campaigns, and interactive experiences for global brands including **Amazon, Coca-Cola, Toyota, Hyundai, Hero MotoCorp, and Hitachi**, with a strong focus on visual storytelling, quality, and performance.



WORK EXPERIENCE

JASIEL CREATIONS (GURUGRAM) 2022-CURRENT

→ lead Designer

- Created high-quality **anamorphic visuals, CGI content, 3D environments, and product visualizations** for immersive brand experiences.
- Collaborated with leading brands including **Coca-Cola, Hitachi, Hyundai, Hero**, and many more on high-impact visual and experiential projects.
- Worked on interactive projects involving **AR/VR, robotics, and gesture-based technology** for events, exhibitions, and installations.
- Contributed to major projects including **Toyota Racing Game (Auto Expo)** and **AR experiences for Defense Expo**.
- Produced **CGI content for Amazon campaigns** and delivered **anamorphic content** for multiple brand campaigns.
- Specialized in **realistic 3D content** with a strong focus on **storytelling, visual quality, and production excellence**.

EDUCATION

MAAC INSTITUTE

2019-2021

→ AD3D EDGE+

SKILLS

Hard-Surface
Modeling

3D Environment Design

Production Pipeline
Understanding

Anamorphic
Content Design

Time management

Lighting &
Texturing

MASTER BLESSINGS

TECHNOLOGIES (JALANDHAR) 2021-2022

→ 3d Designer

- Worked as a 3D Designer at Master Blessings Tech, specializing in **game-ready assets and immersive environments**
- Developed a **3D car racing game using Unreal Engine** for metaverse-based experiences
- **Created 3,000+ high-quality NFTs** with optimized production workflows
- Designed **game-ready environments, props, and assets** focused on **realism and performance**
- Strengthened expertise in **Unreal Engine, real-time workflows, and gaming production pipelines**

SOFTWARE PROFICIENCY

- Photoshop
- After Effects
- Blender
- 3ds Max
- Unreal Engine
- ZBrush
- V-Ray
- Lumion

PROJECTS

- Toyota Racing Game - Auto Expo
- Amazon CGI Campaigns
- Defense Expo AR Experience
- HITACHI ANAMORPHIC
- SUBARU 360 ENVIRONMENT
- Hero Product Visualization

LANGUAGES

Hindi ● ● ● ● ●

English ● ● ● ○ ○