

PROFILE

3D Environment & Product Visualization Artist with 3+ years of experience creating photorealistic renders and cinematic walkthroughs using Blender and Maya. Specialized in lighting, material creation, and high-detail modeling for architectural and commercial projects.

SALMAN ANSARI

3 D A R T I S T

EDUCATION

- **Diploma in 3D Animation**
Arena Animation, Dadar – 2024
- **Bachelor of Commerce (B.Com)**
Currently pursuing

MY SKILLS

3d Product Animation	
3d Product Design	
3d environment Design	
Texturing	
Lighting	
Rendering	
Video editing	
Creativity	
Communication	

PORTFOLIO LINK

- <https://bit.ly/4rJdBvS>

EXPERIENCE

- Modeled and rendered a 50+ asset residential environment in Blender (Cycles), delivering 4K cinematic walkthrough in 5 weeks.
- Created high-quality 3D models for product, environments, and props using industry-standard software.
- Applied detailed texturing and shading techniques to enhance visual realism and appeal.
- Rendered high-quality final outputs

SOFTWARE & SKILLS

- 3D Software: Autodesk Maya, Blender, Substance Painter
- Design & Editing: Adobe Photoshop, Adobe Premiere Pro, Adobe After Effects
- Additional Skills: Character Animation, Rigging, Lighting, Rendering, Video Editing, Motion Graphics

CONTACT

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