ROHIT SHARMA

3D VISUALIZATION ARTIST

PRODUCT · FURNITURE · INTERIOR AND EXTERIOR | CGI & GENERATIVE AI

CONTACTS

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PROFILE

6 years' experience · 1,300+ product & interior visuals delivered · full CGI pipeline

3D visualization artist and CGI generalist in product visualization, furniture and interior visualization, and e-commerce product imagery. Running 3D pipeline in full — **modeling, UV unwrapping, PBR texturing, lighting, rendering and post-production** — with retopology and 3D scan-data cleanup, compositing and retouching alongside it. Delivered 800+ product and room-set renders for a Scandinavian furniture and home décor brand and 400+ scan-based production assets for the Amazon storefront. If required, runs a hybrid CGI + generative AI workflow covering prompt engineering, AI retouching and artifact QA. Software: Blender · Maya (USD) · Unreal Engine 5 · NVIDIA Omniverse · ZBrush · Substance Painter · Photoshop.

SKILLS

SOFTWARE Autodesk Maya (incl. USD) · Blender (Cycles & Eevee) · ZBrush · Substance Painter · Unreal Engine 5 · NVIDIA Omniverse · Adobe Photoshop · After Effects · Premiere Pro

PIPELINE Full end-to-end pipeline experience — 3D modeling · hard-surface modeling · retopology & mesh cleanup · 3D scan-data processing · UV unwrapping · PBR texturing · lighting & look development · rendering · post-production · compositing & retouching · real-time optimization. Other · rigging · animation · set styling & art direction · technical drawings · QA to specs and SOPs

RENDERING V-Ray · Cycles · Eevee · Redshift · Octane · Arnold · KeyShot · Unreal Engine · studio and HDRI lighting setups · colour management

GENERATIVE AI Google Flow (Nano Banana Pro) · Midjourney · Adobe Firefly · Kling · ChatGPT prompt engineering · Figma Weave node workflows · AI retouching · AI artifact QA · hybrid CGI + AI pipelines

WORK EXPERIENCE

Skeidar | Dubai, UAE · Norway-based Scandinavian furniture & home décor brand — **MAR 2025 – AUG 2026**
3D Product Designer — Product Visualization & CGI

- Delivered **800+ product and room-set visualizations** of Scandinavian furniture and home décor, published live on the brand's website and Instagram, held to one premium Nordic look across the full library under peer review.
- Ran a hybrid CGI + generative AI workflow. Retouched every delivered image in Photoshop — colour correction, lighting adjustment, compositing and clean-up — to editorial standard for luxury home-furnishing content, screening all AI output for distorted geometry, impossible physics, faulty shadows, reflections and materials, and verifying scale and product dimensions against reference.
- Handled the mattress category alone; set styling direction for room sets — product pairing, lighting mood, set dressing — and produced instagram reels in After Effects and Google Flow.

Wirestock & Trelif | India · remote and on-site — **SEPT 2024 – JAN 2025**
Freelance 3D Artist

- Surveyed client homes on site with measurements, produced technical drawings on location, then modeled and rendered the interiors in Blender.
- Authored design documentation for physical furniture and attended factory production to QC build accuracy and materials, including leather.
- Ran **5 stock-content projects** independently — **100 rendered images** — modeling through final delivery against fixed deadlines and platform acceptance standards.

Amazon Development Centre | Hyderabad, Telangana, India — **MAR 2022 – MAY 2024**
Junior 3D Artist

- Modeled, retopologized and textured **400+ production assets** from raw 3D scan data for the live Amazon storefront, including high-detail ZBrush sculpting on the footwear category.
- Held detailed PBR surface quality inside strict polygon and texture budgets; optimized low-poly meshes and UV layouts for web delivery.
- Ran technical review at volume against documented specs and SOPs, catching proportion, geometry and material faults before approval.

Scratchnest | Jalandhar, Punjab, India · IIT Ropar hardware startup — **FEB 2021 – MAR 2022**
Junior 3D Artist & Animator

- Worked directly with the founder through the AmbiTag hardware launch, producing the 3D visuals for release.
- Modeled, textured, lit and animated showcase renders for **10+ products** published on scratchnest.com; one product's visuals were picked up by official government social handles and national news outlets.

EDUCATION

Bachelor of Design — Game Design Major
Lovely Professional University, Phagwara, Punjab, India · Aug 2018 – Aug 2022

LANGUAGES

English · Hindi