

PRASAD RATHIWADEKAR

3D Artist and Level Designer crafting immersive games for iOS and Steam, leveraging AI-driven asset creation.



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Location
Bangalore, KA, INDIA



LinkedIn
<https://www.linkedin.com/in/prasad-r-33101416b/>



Website / Portfolio
• **PORTFOLIO:** <https://www.prasadrathiwadekar.in/portfolio>
• **PROJECTS:** <https://www.prasadrathiwadekar.in/projects>
• **ARTSTATION:** <https://www.artstation.com/prasadart>

Summary & Objective

Senior Technical Artist and 3D Generalist with 5+ years of experience building and optimizing real-time 3D pipelines for games, AR/VR, and interactive simulations. Proven track record delivering 25–40% FPS improvements, 40% faster asset delivery, and 30% render time reductions using Unity (URP/HDRP), Blender, Substance Painter, and AI-assisted workflows. Experienced leading teams of 5–8 artists, integrating 3D-to-Unity pipelines, building WebGL/mobile-ready environments, and shipping projects for US-based clients and EdTech platforms. Targeting game studio roles as Technical Artist, 3D Generalist, or Environment Artist.

Core Skills

Software

- Blender
- Unity
- Unreal Engine 5
- Maya
- 3Ds Max
- ZBrush
- Substance Painter
- Adobe Photoshop
- Premiere Pro / After Effects
- Adobe creative suite
- Speed Tree
- Easy Roads (Unity)
- Mixamo

3D Technical

- 3D Modeling
- PBR Texturing
- UV Mapping
- Low-Poly Modeling
- Real-time Rendering
- Rigging & Skinning
- Character & Object Animation
- Lighting
- Procedural Geometry Nodes
- Motion Capture

Unity / Game design

- Shader Graph
- VFX (Unity)
- LOD Creation
- Asset Optimization
- Level Design
- Environment Creation
- Particle effects
- Texture Atlasing
- Occlusion Culling
- Memory Profiler (Unity)
- Sprite Creation
- Post Processing
- Draw Call Reduction
- Unity Frame Debugger
- AI Asset Generation (Kaedim)

Education

Master diploma in Animation July 2017 - March 2019

IIFA Multimedia, Bangalore, KA

Bachelors In Computer Science June 2013 - March 2016

SP College, Pune University, MH

Projects : <https://www.prasadrathiwadekar.in/projects>

Professional Experience

Sr. 3D Technical Artist, 3D Generalist

Tims Learning Solutions JUNE 2025 - Present

- Worked on US-based metroline and substation visualization projects, developing optimized real-time 3D environments and interactive simulations in Unity.
- Created and optimized 3D assets, animations, and environments using Blender for mobile, WebGL, AR, and VR applications using Unity and Unreal Engine 5.
- Improved application performance with up to 25–40% FPS increase through mesh optimization, texture compression, lighting optimization, and draw call reduction.
- Reduced crashes and memory usage by implementing optimized asset workflows and performance-focused scene management.
- Accelerated production speed by 50% faster asset delivery using AI-assisted workflows, procedural tools, and rapid prototyping methods.
- Generated AR/VR builds, interactive training simulations, and real-time visualization experiences for client demonstrations and engineering workflows.
- Managed project version control and collaboration using GitHub for asset management, updates, and team coordination.

Sr. 3D Technical artist / Level Designer

MunchTechnoZ (Contract) APR 2024 - March 2025

- Designing environment for game as per Game document and requirement from sketches
- Optimized 100+ game assets, reducing render time by 30% using Kaedim AI and Substance Painter..
- Attention to details in game design, character creation, asset creation
- Shader graph, VFX creation, Universal shader, UI/UX sprites creation and addition on canvas to make game look uniform
- My role involved designing level cubes, mini maps, spawns, and scene lighting, while collaborating closely with developers and the art director.
- I worked on optimizing textures for performance and contributed to the overall design of game levels and chapters, ensuring visual quality aligned with the creative vision.
- Creating and working on fast production pipeline of work.
- Animations for game characters, motion capture facial expression.

- Character Design
- Attention to details
- Environment Design
- Storytelling
- Concept Art
- Fine art
- Anatomy and Figure Drawing
- Color Theory
- Visual Storytelling
- Design principles

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- Team & Time Management
 - Art direction
 - Team Collaboration
 - Leadership
 - Communication
 - Problem Solving

Sr. 3D Artist, Technical artist (TA)

Vizuara (AI - Edtech platform), Pune, (Contract) JUN 2023 - NOV 2023

- Led a team of 5 artists to deliver 3D assets for an EdTech game, cutting production time by 25%
- Managed and supervised a dedicated team of 3D artists, ensuring efficient workflow and meeting project deadlines.
- Importing asset into unity and assigning textures, materials, rechecking all animation from 3D software into Unity
- Created 3D interior, exterior set ups as scenes including lighting and post processing
- Created accurate and high quality - low poly 3D models with UV unwrapping in Maya, Blender, ZBrush and giving PBR texture in substance painter
- Created 3D animations, scene integrations using 3D assets for one of interactive software using std animation pipeline.

Reliance JIO Embibe, Bangalore, KA, INDIA MAR 2020 - MAR 2023 3D Artist, 3D Generalist (CGI Artist, Animation)

- I've excelled in guiding and nurturing talented teams of artists to deliver exceptional results.
- My role involved overseeing project lifecycles, from conception to completion, ensuring adherence to timelines and budgetary constraints. I've collaborated closely with cross-functional teams, translating creative visions into stunning 3D assets.
- My expertise spans 3D modeling, texturing, lighting, and rendering optimizations, all while staying abreast of cutting-edge industry trends. With a keen eye for detail, I've provided constructive feedback, maintained robust communication channels, and played a pivotal role in shaping the artistic direction of projects.
- Created accurate and high quality - low poly 3D models with UV unwrapping in Maya, Blender, ZBrush and giving PBR texture in substance painter
- Created 3D animations, scene integrations using 3D assets for one of interactive software using std animation pipeline
- Various render engines used to take outputs; Eevee, Cycle, Arnold
- Made basic asset guideline creation with other leads which was help full for new and existing artist for their better understanding
- Maintained rigorous quality standards, conducting regular reviews of 3D assets to ensure they met or exceeded project requirements.

Monrow Shoes, Bangalore, INDIA AUG 2018 - JAN 2019

Graphic and Motion Graphic Artist (*Internship*)

- Created stall banners for malls (Highlighted work Central, Inorbit mall) and digital banners for ecommerce sites.
- Designed moodboards for new seasons (Highlighted work Sula fest, 2019)
- Also did product and model photoshoots for social media and other branding medias