

ISHAN PUNIA

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Education

Master in 3D Animation | DePaul University

Expected Jun. 2026

Post graduation in 3D modeling and vfx| Humber college

Graduated sep. 2023

Professional Summary

Detail-oriented 3D Environment and Lighting Artist with a background in 3D Animation and VFX. Specialized in creating immersive digital environments, realistic texturing, and cinematic lighting setups within Unreal Engine. Proven ability to manage complex assets and maintain organized workflows to deliver high-quality visual storytelling for games and digital media.

Skills

- **Engine & Pipeline:** Unreal Engine (Lighting, Sequencer, Environment Design), Perforce (Version Control), Asset Management.
- **3D Modeling & Texturing:** Maya, Blender, Substance Painter (PBR Texturing), 3D Layout.
- **Lighting & LookDev:** Cinematic Composition, Global Illumination, Atmosphere/Mood Design, Color Grading.
- **Post-Production:** Adobe After Effects, Premiere Pro, DaVinci Resolve.

Technical Art Projects

Interior Harmony - Real-Time Environment | Unreal Engine, Maya, Substance Painter

- Modeled and textured a variety of high-quality
- props and architectural assets, ensuring they were optimized for real-time performance.

Utilized

- Blueprints to add interactive elements, allowing for real-time changes to lighting within the environment.

Used

- Sequencer to create cinematic camera shots that showcased the environment's composition and visual design.

Culinary Canvas - Modular Environment Study | Unreal Engine, maya Substance Designer

- Designed and built a complete 3D kitchen environment using a modular kit of props and architectural pieces, allowing for flexible layout and set dressing.
- Developed procedural textures in Substance Designer to create a range of realistic material variations for assets throughout the scene.
- Established a cohesive look and feel through carefully crafted lighting and post-processing setups within Unreal Engine.

Automated Unreal Exporter - Pipeline Tool | Maya, Python

Developed a solutions-oriented pipeline tool in Maya using Python that automates the export process for Unreal Engine.

Additional Highlights

- Strong artistic foundation with a keen eye for composition, color, and lighting.
- Experience in set dressing and creating believable, lived-in environments.
- Proficient in creating high-quality 3D models and textures for real-time rendering.
- Passionate about world-building and telling stories through environmental design.
- Skilled in using Unreal Engine's tools, including Sequencer and Blueprints, to bring worlds to life.
- A collaborative teammate

HOBBY

1. Video games
2. Swimming
3. Hiking
4. Socializing