

ISHAN PUNIA

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PROFESSIONAL SUMMARY

Unreal Engine environment artist specializing in cinematic world-building, real-time lighting, modular environment production, and virtual production workflows. Experienced in creating optimized large-scale environments using Nanite, Lumen, procedural foliage systems, and physically based rendering pipelines. Skilled in developing immersive real-time worlds for interactive media, cinematic experiences, and virtual production while balancing visual quality with runtime performance.

EDUCATION

Master of Arts in Animation | DePaul University, Chicago, USA | September 2025–June 2026

Post-Graduate in 3D Modeling & VFX | Humber College, Toronto, Canada | September 2022–August 2023

TECHNICAL SKILLS

Game Engines & Real-Time Tools: Unreal Engine 5 (Lumen, Nanite, World Partition, Sequencer, Blueprint Scripting, Landscape Tools, Foliage Systems), Virtual Production & In-Camera VFX Workflows, Real-Time Rendering Optimization

3D & Texturing Software: Autodesk Maya, Substance Painter, Substance Designer, Adobe After Effects, Adobe Premiere Pro, DaVinci Resolve

Environment Art & Production: Modular Environment Design, Open-World World Building, Environment Composition & Set Dressing, PBR Texturing & Material Authoring, High-to-Low Poly Baking, UV Mapping & Asset Optimization, Terrain Sculpting & Procedural Foliage, Cinematic Lighting & Environmental Storytelling, Runtime Performance Optimization, Version Control (Perforce)

TECHNICAL ART & ENVIRONMENT PROJECTS

THE REBELLION, Sci-Fi Environment & Interior Production, [Rebellion Final Cut](#)

Unreal Engine 5 | Maya | Substance Painter

- Designed for a large-scale sci-fi environment featuring interconnected gameplay interiors and exterior world spaces using modular environment workflows.
- Created 100+ hard-surface assets using advanced modeling, UV optimization, high-to-low poly baking, and PBR texturing pipelines.
- Developed cinematic lighting setups and post-processing passes to improve scene readability, mood, and environmental storytelling.
- Built reusable modular asset kits that accelerate level assembly while maintaining visual consistency across the environment.

- Optimized scene performance through LOD management, material instance workflows, Nanite integration, and efficient scene organization for stable real-time playback.
- Managed the full environment production pipeline independently from blockout to final cinematic presentation.

PALM ISLAND, Open-World Tropical Environment, [Palm Island Resort](#)

Unreal Engine 5 | Maya | Substance Painter

- Constructed a fully immersive open-world tropical island environment using procedural foliage systems, terrain sculpting workflows, and modular environment assets.
- Designed atmospheric nighttime lighting using Lumen, volumetric fog, cinematic color grading, and dynamic lighting systems.
- Created natural environmental transitions through landscape painting, foliage distribution, shoreline detailing, and large-scale scene composition.
- Optimized memory usage, foliage density, and material complexity to maintain stable runtime performance in expansive real-time scenes.
- Applied cinematic composition and environmental storytelling techniques to improve player immersion and visual readability.
- Balanced artistic direction with technical constraints to achieve high-fidelity visuals while maintaining scalable world-building workflows.

LOST ISLAND, Open-World Survival Environment, [Lost Island](#)

Unreal Engine 5 | Maya | Substance Painter

- Designed and developed a fully original open-world survival island environment entirely inside Unreal Engine 5, including terrain sculpting, vegetation systems, lighting, cinematic composition, and environment storytelling.
- Created custom hard-surface and organic assets using optimized UV layouts, high-to-low poly baking pipelines, and physically based rendering workflows.
- Developed large-scale environment systems using landscape tools, procedural foliage placement, atmospheric volumetrics, dynamic weather mood lighting, and post-processing techniques.
- Optimized rendering performance using Nanite-ready geometry, scalable material systems, foliage optimization workflows, and efficient scene organization for stable real-time playback.
- Built reusable modular assets and environment kits to streamline world-building workflows and accelerate large-scale scene production.
- Directed the overall visual style, cinematic composition, and lighting direction of the project to create a believable survival-focused environment experience.
- Managed the complete production pipeline independently from concept development to final cinematic presentation.

THE DAWN: Virtual Production Environment, [The Dawn](#)

Unreal Engine 5 | In-Camera VFX | Sequencer

- Developed a high-fidelity virtual production environment optimized for LED wall playback, cinematic camera movement, and real-time rendering.
- Directed the complete cinematic sequence, including shot composition, environment storytelling, camera framing, lighting direction, and final visual presentation.
- Collaborated with multidisciplinary production teams to integrate live-action performances with digital environments using in-camera VFX workflows.
- Implemented advanced real-time lighting systems, Sequencer cinematics, and runtime optimization techniques for stable playback during virtual production.
- Enhanced scene realism through cinematic framing, color calibration, post-processing, and production-ready environment integration.
- Optimized scene performance for smooth camera movement, runtime stability, and cinematic rendering efficiency.

ADDITIONAL HIGHLIGHTS

- Strong artistic foundation in cinematic composition, mood lighting, environmental storytelling, and immersive world-building.
- Experienced managing complete environment art pipelines from concept development to final real-time presentation.
- Proficient in Blueprint scripting, Sequencer cinematics, modular workflows, and procedural environment systems.
- Passionate about developing production-ready environments that balance artistic direction, technical optimization, and cinematic quality.
- Experienced working across environment art, technical art, game design, and virtual production workflows.