Maya Sethi

3D Environment Artist

Contact

Pune, India
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example.com/maya-sethi-portfolio

Skills

Creation

Blender, UV unwrapping, PBR material workflows, Modular assets

Production

Unreal Engine scene assembly, Topology review, Asset naming, Art feedback tracking

Summary

3D environment artist with three years creating game-ready props and modular scene assets. Builds clean meshes, UV layouts and materials within agreed production budgets. Uses review feedback and in-engine checks to prepare reliable handovers for design and technical art colleagues.

Experience

3D Environment Artist, Example Ochre Game Studio Jul 2024 - Present

Pune, India

- Created 38 environment props for a stylised game scene, following the art lead's reference sheets and mesh budgets.
- Built a reusable modular wall kit and documented scale, pivots and material assignments for level designers.
- Reworked UV layouts on 12 assets after texture reviews, resolving visible seams before the milestone handover.
- Prepared wireframe, texture and Unreal Engine comparison views so reviewers could inspect asset appearance, scale and material assignments.

Junior 3D Artist, Example Ochre Game Studio Jul 2023 - Jun 2024

Pune, India

- Modelled assigned background props from approved reference sheets and revised them after art review.
- Prepared UV layouts and checked asset naming and pivots before handover.

Education

B.Des in Animation 2019 - 2023

Example Lakeside Institute

Projects

Canal-side workshop, personal environment study (2026)

- Built a six-piece wall kit in Blender and assembled a workshop scene in Unreal Engine with shared materials.
- Documented wireframes, UVs and texture sizes in a portfolio breakdown; credited third-party foliage separately.

Fictional sample from ResumeGuru. Names, employers and achievements are illustrative.
www.resumeguru.ai/resume-samples/3d-artist-resume-sample