



PRASANNA B N

3D MODELING AND TEXTURING

+91 81978 63362 bnprasanna18@gmail.com

<https://prasannabn.artstation.com/> <https://prasannabn.com/>

PROFILE

3D Modeler and Texture Artist with over 4 years of experience, specializing in **Games, VR, Metaverse Design, and Architectural Visualization.**

Expertise in creating high-quality, photorealistic 3D assets and environments, ensuring exceptional visual standards throughout the entire production pipeline. Skilled in industry-leading software and **AI Tools including Maya, Unreal Engine, ComfyUI, Stable Diffusion, MidJourney and Substance Painter** with a proven ability to adopt innovative techniques.

SKILLS & EXPERTIZE

Maya	<div style="width: 90%;"></div>
Unreal Engine	<div style="width: 85%;"></div>
Arnold	<div style="width: 95%;"></div>
D5 Render	<div style="width: 80%;"></div>
Twinmotion	<div style="width: 75%;"></div>
Substance Painter	<div style="width: 90%;"></div>
Photoshop	<div style="width: 85%;"></div>
DaVinci Resolve	<div style="width: 80%;"></div>
3DS Max	<div style="width: 70%;"></div>
ZBrush	<div style="width: 65%;"></div>

EDUCATION

Master Of Science In Animation

BANGALORE University, Bengaluru, KA

2024- 2025

Bachelor Of Science In Animation

JAIN University, Bengaluru, Karnataka

2019 - 2022

Diploma in 3D Animation And Visual Effects

JSS College, Mysore, Karnataka

2015 - 2017

EXPERIENCE

08/2023 - Present 3D Modeling And Texturing Artist Remote

Sentient By Elysian - Bengaluru, Karnataka

www.sentientbyelysian.com

Creating high-impact 3D visual content with a focus on digital and immersive platforms

- Delivered visually compelling 3D assets and environments for clients like **Etisalat, TII, ICP, Cloud Solutions, and KTI.**
- Utilizing industry-standard tools and **AI-driven workflows** to enhance realism, efficiency, and scalability in production.

08/2022 - 05/2023 3D Modeling Artist On-site

Avalon Aimesis - Bengaluru, Karnataka

www.aimedis.com

- Created high-quality 3D assets, environments, and product visuals for major clients including **Abu Dhabi Distribution, DEWA, DP World, and Pfizer**
- Developed architectural visualization for **DXB City**, delivering photorealistic renders and immersive scenes.
- Collaborated with design, and external agencies to craft visually stunning 3D Imagery and Videos

10/2021 - 08/2022 3D Environment Artist Remote

Xivon Interactive - Bengaluru, Karnataka

www.xivoninteractive.com

- Created immersive game environments and assets optimized for real-time engines.
- Designed stylized and realistic 3D worlds that enhanced gameplay and storytelling.
- Worked on modeling, texturing, lighting, and level assembly for game-ready scenes.
- Collaborated with art and design teams to maintain visual consistency and performance.

PROJECTS

E& (Etisalat And): Created precise 3D models and high-quality renders for design presentations and marketing.

TII (Technology Innovation Institute): Designed complex structures and delivered photorealistic renders aligned with TII's branding.

Aramco: My role focused on precise 3D modeling and photorealistic texturing, emphasizing clean topology, accurate proportions, and realistic materials.

Cloud Solutions: Built 3D models of cloud server architecture and workflows for client demos and promos.

KTI: Developed smart learning environments and produced renders for future-ready training spaces.