

VISHNU VARDHAN TEKKEM

Unreal Engine Environment Artist - Technical Art & Optimisation

Pune, Maharashtra, India | tvishnuvardhan.503@gmail.com

Portfolio: tekkem007.github.io/portfolio | ArtStation: artstation.com/voyagervishnu | LinkedIn: linkedin.com/in/vishnutekkem

PROFESSIONAL SUMMARY

Unreal Engine environment artist with experience in real-time environment production, stylized asset creation, Unreal Engine workflows, and AI-assisted rapid prototyping. Skilled in Blender, Substance 3D Painter, Unreal Engine 5, lighting, optimization, draw-call reduction, and visual storytelling.

CORE HIGHLIGHTS

- Led 3D production workflows, asset reviews, and team coordination.
 - Strong in low-poly environment art, PBR texturing, Unreal Engine lighting, and real-time optimization.
 - Used AI tools for interactive website prototyping, UI/UX concepts, visuals, and story-driven ideas.
 - Created AI-assisted workflow tools, reusable skills, and implementation support assets.
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AI PROTOTYPING EXPERIENCE

- Built fast working prototypes for interactive websites and digital experiences using AI tools.
 - Developed UI/UX concepts, visual directions, generated imagery, and story structures.
 - Created reusable AI-assisted workflow tools to accelerate implementation and delivery.
 - Focused on execution planning while AI-supported workflows assisted backend tasks.
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PROFESSIONAL EXPERIENCE

3D Team Lead

Analyzer Tensor Technologies | Pune, Maharashtra, India | Apr 2026 - Present

- Promoted and transferred from Analyzer CAE Solutions Pvt. Ltd. after the department spun out into a new company.
- Lead 3D environment production, team coordination, and real-time workflow execution.
- Oversee scene lighting, optimization, draw-call reduction, and basic Blueprint support in Unreal Engine.
- Manage asset quality, workflow alignment, and output consistency.

3D Environment Artist

Analyzer CAE Solutions Pvt. Ltd. | Pune, Maharashtra, India | Jun 2024 - Mar 2026

- Created stylized low-poly environment assets in Blender with PBR texturing in Substance 3D Painter.
- Lit scenes in Unreal Engine 5 using Lumen and baked workflows.
- Optimized environments using virtual textures, trim sheets, shaders, and draw-call reduction techniques.
- Built basic Blueprints for simple interactions and workflow needs.

3D Artist

Aswaforce Pvt. Ltd. | Mehsana, Gujarat, India | Jul 2022 - Oct 2023

- Created 3D models and textures for gaming, VR, and architectural visualization.
- Worked with 3ds Max, Maya, Blender, Substance tools, V-Ray, Arnold, and ZBrush.
- Collaborated with teams to integrate assets into final deliverables.

Freelance 3D Artist

Independent | Remote | May 2021 - Mar 2022

- Created mid-poly 3D models and textures for product advertising.
- Applied PBR workflow principles and baking methods for high-detail results.

EDGE Trainer

Tata ClassEdge / The Radiant Way School | Raipur, Chhattisgarh, India | Feb 2020 - Mar 2021

- Maintained Linux-based Tata ClassEdge systems.
 - Assisted teachers with platform usage and technical guidance.
 - Conducted regular teacher training sessions.
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SKILLS

3D Modeling: Blender, Maya, 3ds Max, ZBrush

Texturing: Substance 3D Painter, Photoshop

Rendering: Cycles, Marmoset Toolbag, V-Ray, Arnold

Game Engine: Unreal Engine 5

Unreal Workflow: Lighting, Lumen, baked lighting, optimization, draw-call reduction, basic Blueprints

AI & Prototyping: UI/UX concepts, interactive website prototyping, image generation, story building, implementation planning

Core Areas: Environment art, low-poly assets, PBR workflow, asset optimization, team coordination

EDUCATION

Diploma in Game Art and Design Integration — MAAC, Girish Park, Kolkata | 2018

Bachelor of Computer Applications — Midnapore College, Vidyasagar University | 2015