

PRANAV MANOHAR

3D Environment Artist | Unreal Engine Generalist | ArchViz Specialist

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PROFESSIONAL SUMMARY

Versatile 3D Environment Artist and Unreal Generalist with over 11 years of expertise spanning real-time game development, high-fidelity Architectural Visualization, and technical support. Masterful at bridging the gap between artistic vision and technical implementation within Unreal Engine. Proven track record of optimizing complex assets for live-service products, developing automated workflows, and introducing AI-driven production pipelines to maximize team efficiency without sacrificing visual quality.

CORE TECHNICAL SKILLS

- Real-Time & Engine Tools: Unreal Engine, world building, scene assembly, lighting setups, live-product optimization
- ArchViz & Rendering: 3ds Max, V-Ray, Corona, Twinmotion, AutoCAD
- 3D Modeling & Texturing: Asset optimization, high-poly product modeling, Substance Painter, Blender
- Pipeline & Automation: Technical workflow troubleshooting, Python programming, AI concept generation tools

Leadership & Collaboration: Cross-functional team management, pipeline standardization, agile developer collaboration

PROFESSIONAL EXPERIENCE

MyWhoosh | Abu Dhabi, United Arab Emirates

Unreal Generalist (February 2024 – Present)

- Built and optimized expansive game environments for a globally recognized, live-service cycling simulation application to ensure highly realistic virtual worlds.
- Served as a technical and artistic liaison, supporting the environment team in level design, dynamic lighting configurations, and engine performance optimization.
- Executed real-time asset integration, custom shader configuration, and material setup to guarantee smooth, multi-platform game performance.
- Collaborated closely with cross-functional teams of designers, developers, and animators to deliver seamless, stable player experiences for a global user base.
- Integrated AI-powered tools into concept art and asset generation workflows, accelerating early-stage ideation and reducing overall production time.
- Leveraged Python programming to design automation scripts, effectively streamlining repetitive pipeline tasks and improving technical workflows.

Squareyards | Bangalore, India

3D Project Team Lead (August 2022 – December 2023)

- Led a 15-member team of technical and 3D artists, standardizing production pipelines for interactive, real-time applications.
- Spearheaded content creation for large-scale real-time projects in Unreal Engine, translating architectural blueprints into interactive virtual environments.
- Managed advanced look-development, troubleshooting custom shaders, fixing lighting setups, and optimizing high-poly ArchViz assets for real-time deployment.

Highness Architecture and Interior | Doha, Qatar

Senior 3D Visualizer (October 2021 – July 2022)

- Delivered premium interior and exterior elevation designs for high-end residential and commercial architectural projects under strict deadlines.
- Authored high-poly product models and executed photorealistic environment renders, maintaining precise control over material accuracy and lighting physics.

Design Cafe | Bangalore, India

Manager - 3D Visualization (August 2018 – September 2021)

- Directed a 10-person visualization team producing high-quality CGI renders, walk-through videos, and immersive VR experiences for digital marketing, web, and client presentations.
- Oversaw corporate design R&D, establishing quality benchmarks for lighting, composition, and rendering turnaround times.

Studio-9 Interior | Bangalore, India

Senior Interior Designer / 3D Visualizer (March 2017 – July 2018)

- Managed a team of 5 visualizers to create compelling CGI renders for major sales projects and client pitches.
- Handled the full design lifecycle, from initial client brief and custom furniture/product design to final visualization and technical hand-off.

Dhara Homes | Bangalore, India

3D Visualizer / Interior Designer (February 2015 – February 2017)

- Collaborated closely with principal architects to develop highly accurate 3D interior layouts and exterior architectural elevations.

Srishti Engineers | Thalassery, India

Junior Interior Designer (January 2013 – January 2015)

- Drafted functional interior layouts, managed technical design files, and conducted regular on-site supervision to ensure real-world execution matched 3D design metrics.

EDUCATION

- Bachelors of Multimedia Communication – University of Calicut
- Advanced Diploma in Multimedia – Auriga College of Media Studies

LANGUAGES

English, Malayalam, Hindi, Tamil, Kannada