

SWAPNIL NARE

Technical Artist | 3D Environment Artist | VFX & Real-Time Simulation

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SUMMARY

Results-driven Technical Artist and 3D Environment Artist with 5+ years of experience in VFX production and real-time simulation pipelines. Proven expertise in asset optimization, shader development, pipeline automation via Python scripting, and real-time rendering in Unreal Engine 5, UNIGINE, and Unity. Feature film credits include Marvel's *Ant-Man and the Wasp: Quantumania*, Netflix's *Atlas*, and Apple TV+'s *Monarch: Legacy of Monsters*. Skilled in Maya, Blender, ZBrush, Substance Painter, Photoshop, PBR workflows, LOD systems, UV mapping, and HLSL shader authoring. Adept at bridging art and technology to deliver high-quality assets on deadline.

TECHNICAL SKILLS

3D Software:	Maya 2024, Blender 4.x, ZBrush, Substance Painter, Substance Designer, Photoshop
Game Engines:	Unreal Engine 5 (UE5), Unreal Engine 4, UNIGINE, Unity
Rendering & Shaders:	HLSL, Shader Graph, PBR workflows, Light Baking, Real-Time Rendering, Ray Tracing
Asset Optimization:	LOD (Level of Detail), UV Mapping, UV Atlasing, Poly Reduction, Texture Optimization, Mesh Instancing
Pipeline & Scripts:	Python Scripting, Pipeline Automation, Blender Add-on Development, Asset Management, Version Control
Procedural Tools:	Geometry Nodes, Procedural Asset Generation, Parametric Modelling
VFX Pipeline:	DCC Tool Integration, Asset Import/Export, Material Setup, Rendering Pipeline, Shot Production
Soft Skills:	Cross-functional Collaboration, Technical Documentation, Problem Solving, Deadline Management

WORK EXPERIENCE

Technical Artist / 3D Environment Artist

SOGECCLAIR — Pune, Maharashtra, India

December 2023 – Present | Full-Time

- Designed and built real-time simulation environments for bus and train operator training using Blender 4.x and UNIGINE, reducing scene setup time by 35%.
- Modelled and textured 100+ assets (buildings, roads, foliage, props) with full PBR workflows; maintained consistent visual quality across all environments.
- Developed 3 custom Blender and UNIGINE add-ons using Python scripting, automating repetitive tasks and improving team pipeline efficiency by approximately 40%.
- Implemented multi-level LOD (Level of Detail) systems and GPU-optimized light baking, achieving target frame rates for real-time simulation with no visual quality loss.
- Utilized Geometry Nodes for procedural and scalable asset generation (road networks, vegetation distributions, fence systems), cutting manual asset creation time by 50%.
- Designed and deployed an automated versioning and asset management pipeline integrated with version control, adopted by the full art team.
- Optimized UV mapping layouts, reduced poly counts, and applied mesh instancing — decreasing draw calls by 30% without visual degradation.

Technical Artist / Asset Artist

MPC Paris (Bangalore Studio) — Bangalore, Karnataka, India

May 2022 – May 2023 | Full-Time

- Ant-Man and the Wasp: Quantumania* (Marvel/Disney+): Prop and Environment Artist — created hero VFX assets meeting Marvel's strict quality and technical pipeline standards.
- Atlas* (Netflix): Technical Artist — automated asset ingestion and validation workflows; ensured seamless DCC-to-renderer handoff; resolved material and shading pipeline issues.
- Monarch: Legacy of Monsters* (Apple TV+): Environment and Technical Artist — built detailed CG environments and streamlined shot-production workflow for multi-artist team.

- Authored Python scripts automating batch import/export, look-dev, and naming convention enforcement, reducing repetitive workload by 60% across asset batches.
- Debugged and resolved technical issues related to material setups, UV mapping errors, asset import/export conflicts, and rendering pipeline failures.
- Collaborated with pipeline TDs and CG supervisors to bridge art and technology, ensuring smooth cross-departmental production workflows.
- Received MPC Star Performance Award for outstanding contribution to VFX asset quality and pipeline innovation.

3D Technical Artist

BOP Consultancy and Services — Pune, Maharashtra, India

January 2020 – March 2022 | Full-Time

- Delivered 200+ optimized 3D assets for real-time applications in Unreal Engine 4, UNIGINE, and Unity, meeting strict polygon and texture budgets.
- Wrote Python scripts for modelling and texturing automation, increasing pipeline throughput by 45% and reducing manual errors.
- Developed custom HLSL shaders and real-time VFX effects, enhancing visual fidelity of interactive multimedia projects.
- Built procedural asset systems using Geometry Nodes for scalable environment content production.
- Maintained structured asset management pipeline with clear naming conventions and version control across projects.

Junior 3D Artist

XECO — Pune, Maharashtra, India

June 2019 – October 2019 | Full-Time

- Developed detailed 3D models from concept sketches and technical specifications for animated TV production (Project: Aychu).
- Organized storyboards and contributed to environment and prop asset creation for animated visual content.
- Assisted in troubleshooting 3D modelling and rendering issues, maintaining production timelines.

EDUCATION

Bachelor of Science (BSc) in Animation and Modelling

Frameboxx Animation and Visual Effects — Pune, India

2017 – 2020

AWARDS AND RECOGNITION

- MPC Star Performance Award — Recognised at MPC Paris for exceptional contribution to VFX pipeline automation and asset quality across major productions.

KEY PROJECTS

- **Ant-Man and the Wasp: Quantumania (2023)** | Marvel Studios / MPC — Prop and Environment Artist — VFX asset creation for theatrical release.
- **Atlas (2024)** | Netflix / MPC — Technical Artist — pipeline automation and DCC-to-renderer integration for streaming feature film.
- **Monarch: Legacy of Monsters (2023)** | Apple TV+ / MPC — Environment and Technical Artist — CG environment builds and workflow optimization for episodic VFX.
- **Bus & Train Simulation Environments (2024–Present)** | SOGECLAIR — Real-time simulation environments for operator training using Blender and UNIGINE.