

OM VAIBHAV THORAT

3d Environment Artist and AI Artist

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Portfolio - <https://omthorat.vercel.app/>

Hi! I'm an experienced 3D Environment Artist focused on building immersive, detail-rich worlds using Unreal Engine, Autodesk Maya, Substance Painter, and professional real-time environment workflows. In parallel, I also work as an AI Filmmaking Specialist, creating narrative-driven visual content through advanced AI cinematic tools, supported by clean video editing, continuity refinement, and polished post-production. I excel in both domains independently—bringing depth, structure, and realism to game environments, while delivering efficient, high-quality storytelling and visually cohesive output in AI-assisted filmmaking.

EDUCATION

2024 - Present

Master of Science in Animation (Remote)

Tilak Maharashra Vidyapith , Pune

2022 - 2024

Bachelor of science in Animation

Fergusson College, Pune

EXPERIENCE

2025 - Present

3d Generalist and AI Artist

- Developed 150 engaging kids' educational video songs for the Abhigyaan Project within a span of 3 months, utilizing a wide range of AI-based creative production tools.
- Designed and delivered AR/VR-optimized 3D models tailored specifically for interactive learning within the Abhigyaan platform.

2023 - 2025

3d Environment Artist and AI Artist

- Used AI tools like ComfyUI, Runway, Gemini, and Veo to generate Visuals , animations , and video content.
- Created 3D assets and environments in Maya and Blender, integrated into Unreal Engine for real-time use.
- Built master material systems and optimized workflows for fast iteration.
- Combined AI with traditional 3D workflows to enhance visual storytelling and speed up production.

2022 - 2023

3d Asset Artist

- Designed 3D printable assets using Blender with clean, production-ready topology.
- Delivered models for both digital use and physical fabrication.

PROJECTS

Chaplin- Short Film

Final-year animated short film project developed by a team of students.

(Awarded as Film of the year, Fergusson College)

- Created 3D props and modular environment in Blender.
- Designed stylized textures using Substance Painter and set up cinematic lighting for key scenes.

Wrecker - Game

Third-person SciFI game developed during a student project.

- Designed game environments and modular level elements in Unreal Engine.
- Created custom materials using Substance Designer and implemented lighting setups for mood and gameplay flow.

SKILLS

- Environment Art
- 3d Modelling
- Texturing
- Generative AI

SOFTWARES

• Unreal Engine	• Maya	• Blender	• Substance Painter
• Substance Designer	• Photoshop	• Speed Tree	• After Effects

AI TOOLS

• Comfy UI	• Flux	• Runway	• Chat gpt
• Runway	• Google Veo	• Gemini	• Gen AI