

# OM VAIBHAV THORAT

3d Environment Artist and AI Artist

7447372713 omthorat221@gmail.com 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	<b>Master of Science in Animation (Remote)</b>	Tilak Maharashtra Vidyapith , Pune
2022 - 2024	<b>Bachelor of science in Animation</b>	Fergusson Clollege, Pune

## EXPERIENCE

2025 - Present <b>CodeQuay Technologies</b>	<b>3d Generalist and AI Artist</b> <ul style="list-style-type: none"><li>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.</li><li>Designed and delivered AR/VR-optimized 3D models tailored specifically for interactive learning within the Abhigyaan platform.</li></ul>
2023 - 2025 <b>Quicsnap</b>	<b>3d Environment Artist and AI Artist</b> <ul style="list-style-type: none"><li>Used AI tools like ComfyUI, Runway, Gemini, and Veo to generate Visuals , animations , and video content.</li><li>Created 3D assets and environments in Maya and Blender, integrated into Unreal Engine for real-time use.</li><li>Built master material systems and optimized workflows for fast iteration.</li><li>Combined AI with traditional 3D workflows to enhance visual storytelling and speed up production.</li></ul>
2022 - 2023 <b>Kalash Ent.</b>	<b>3d Asset Artist</b> <ul style="list-style-type: none"><li>Designed 3D printable assets using Blender with clean, production-ready topology.</li><li>Delivered models for both digital use and physical fabrication.</li></ul>

## PROJECTS

<b>Chaplin- Short Film</b>	Final-year animated short film project developed by a team of students. <b>(Awarded as Film of the year, Fergusson College)</b> <ul style="list-style-type: none"><li>Created 3D props and modular environment in Blender.</li><li>Designed stylized textures using Substance Painter and set up cinematic lighting for key scenes.</li></ul>
<b>Wrecker - Game</b>	Third-person SciFI game developed during a student project. <ul style="list-style-type: none"><li>Designed game environments and modular level elements in Unreal Engine.</li><li>Created custom materials using Substance Designer and implemented lighting setups for mood and gameplay flow.</li></ul>

## 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