

Hamad Umar

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SUMMARY	Detail-oriented 3D Artist with 2+ years of experience in creating high-quality product mockups, architectural visualizations, and CGI renders. Proficient in Blender, 3DS Max, and Substance Painter, with a strong ability to manage full project workflows from modeling to final output. Proven success in delivering client projects with meticulous attention to realism and detail, improving workflow efficiency, and consistently meeting deadlines to drive project success.
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WORK EXPERIENCE

02/2026 – Present	3D Artist DMV	Lahore
	- Engineered detailed 3D mockups for products and signage, enhancing product presentation. - Fabricated architectural interior and exterior visualizations, bringing design concepts to life. - Produced high-fidelity renders utilizing advanced lighting and texturing techniques for photorealism. - Partnered with cross-functional team members to consistently achieve project deadlines.	
09/2024 – 02/2026	3D Artist Decardo Studio	Lahore
	- Designed CGI product visuals and marketing-ready renders for diverse client portfolios. - Executed brand-focused product presentations, catering to a variety of client needs. - Delivered client projects with a strong emphasis on realism and meticulous detail. - Optimized workflow efficiency within rendering and composition pipelines, reducing turnaround times.	
2023 – 2024	Freelance 3D Artist Self-Employed	Lahore
	- Executed 3D product and architectural visualization projects for independent clients. - Managed the end-to-end workflow, encompassing modeling, texturing, lighting, and final rendering. - Engaged directly with clients to ensure adherence to briefs, manage revisions, and meet deadlines.	

SKILLS	3D Modelling & Visualisation (Products, Environments)	Architectural Visualisation (Interior & Exterior)
	Product Animation	Lighting, Texturing & Rendering
	Blender	3DS Max
	Substance Painter	Adobe After Effects

CERTIFICATES	JLPT N5 – Japanese Language Proficiency Test
	Introduction to Game Design California Institute of the Arts (Coursera)
	Story and Narrative Development in Video Games California Institute of the Arts (Coursera)