

YAMINI GANESAN

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SUMMARY

An innovative, solutions-oriented professional with hands-on experience in 3D environment design and a strong foundation in project management, Jira, Perforce, GitHub, and the full software development lifecycle. Driven to build efficient pipelines and deliver immersive, high-quality digital experiences that scale.

SKILLS

Game Engines: Unreal Engine, Unity, Perforce

Programming: C++, MEL, Python, C#

Technical Art: Rigging, Environment Optimization, Shader Authoring, Simulation (VFX, particles, foliage, fluids)

Software: Maya, Blender, 3ds Max, Substance Painter, ZBrush, C4D, Photoshop, AfterEffects, Premiere Pro, Houdini

Project Management: Jira, Confluence, Miro, Excel, Agile/Scrum, milestone tracking, Collaboration

Core Strengths: Scheduling, communication, collaborative, documentation, learning agility, time management, Problem Solving, Portfolio

EDUCATION

MA- Animation | DePaul University | Chicago, Illinois | August 2024 - Present

EXPERIENCE

3D Designer Intern | The SPARK Center - Bubbly Dynamics LLC | Chicago | December 2025 - Present

- Developed a **real-time digital twin** of The Plant Chicago facility in **Unreal Engine**, delivering a **1:1 scale interactive 3D model**.
- Integrated **live and simulated IoT sensor data** (temperature, humidity, energy, occupancy) into the environment, enabling **100 percent spatially accurate data mapping** across building zones.
- Designed and iterated on **10 plus UI mockups** for dashboards and control screens, improving **information clarity and task completion speed by ~30 percent** during usability reviews.
- Bridged **3D visualization, real-world data pipelines, and UX design** to support **real-time monitoring and decision-making** for building operations and sustainability analysis.

UI Game Designer | DePaul Original Studios | Chicago, IL | June 2025 - August 2025

- Designed stylized **UI/HUDs and menu art assets** supporting gameplay systems in Unreal UMG.
- Created **visual storytelling sketches** and asset mockups in Figma and Photoshop.
- Partnered with engineers to ensure **art/UI pipelines aligned with Unreal workflows**, improving responsiveness by 18%.

Graduate Research Assistant | DePaul University | August 2024 - Present

- Created 5+ modular environment kits and 30+ stylized props** in Unreal Engine 5, leveraging Nanite meshes and instancing to cut draw calls by **28%** and improved VR scene performance.
- Sculpted and textured 25+ assets** in ZBrush and Substance, achieving a **95% style-match rate** to concept art and maintaining **100% consistency** across interactive scenes.
- Developed **10+ custom rigs and 12 shaders** for props, reducing asset integration time by **35%** and ensuring seamless cross-platform use in VR pipelines.
- Built **15+ particle VFX systems** (fire, water, sparks, foliage) and optimized ambient lighting, increasing environment immersion scores by **20%** in internal playtests.

3D Environment Artist | IQ TechMax, Inc | September 2023-August 2024

- Modeled and textured **40+ props** with clean topology & PBR workflows in Maya, ZBrush, and Substance, ensuring technical efficiency.
- Delivered **4+ VR-ready environments** on deadline for **training simulations by coordinating** with cross-functional teams and managing project schedules.
- Produced **cinematic renders** with Redshift, Arnold, and Unreal Engine, enhancing project visuals and contributing to **3 successful client presentations** with a **95% approval rate**.
- Managed **asset libraries with 80+ files** using Perforce and Git, improving pipeline efficiency and cutting version conflicts by **35%**.

PROJECT

The Lagoon | Project BlueLight Studio, DePaul University | August 2025 - Present

- Working as a Simulation Artist** on the **Lagoon VFX Project for Project BlueLight**, focusing on realistic simulations of natural elements, including **water, wind, and foliage**, which enhanced overall environment aesthetics and immersion for the **BlueLight design studio**.
- Conducted 20+ simulation tests** in both **Maya and Unreal Engine**, ensuring performance consistency, and **created custom shaders in Unreal Engine**.
- Documented simulation workflows, shader graphs, particle setups, and optimization techniques**, providing a reusable reference.