

Nimi Parmar 3D Artist

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EXPERIENCE

3D Artist, GeoNova Gaming

06/2025 - Current

- Designed and developed stylized character concepts, aligned with the project's art direction using Photoshop.
- Modeled and UV unwrapped characters and environment assets such as buildings and props using Blender, ensuring clean topology and optimized geometry for real-time performance in Unreal Engine.

Data Imagery Editor, Apple via Mindlance

01/2025 - 01/2026

- Efficiently identified and corrected issues by annotating 2D imagery
- Optimized existing processes in order to meet client's goals
- Skillfully analyzed and remedied deficiencies by marking 3D generated data
- Communicated effectively in a team environment in order to increase productivity
- Used comparative analysis to establish conformity throughout projects
- Self-QA assigned tasks prior to completion
- Annotate and identify AIGM content

3D Artist, FKYeah Creatives

01/2025 - 07/2025

- Conceptualized and modeled unique spaceship and sci-fi background assets using Blender for shorts.
- Cleaned topology with asset optimization in mind and UV unwrapped using Maya.
- Collaborated with look development to integrate models seamlessly for rendering.

Graduate Teaching Assistant, Texas A&M University

01/2022 - 05/2024

- Assisted in teaching Game Design, Principles of Design, Drawing, and Art History, providing constructive feedback and mentorship on foundational design principles (shape, proportion, color theory, composition) to 30-40 students, enhancing their understanding and application in 3D projects.
- Supported students in resolving technical and creative challenges across 3D modeling, UV mapping, surfacing, layout, lighting, and rendering.

EDUCATION

M.S. in Visualization, Texas A&M University, GPA : 4.0

2021-2024, 3D Animation, Design, and Film/Game Production

SKILLS

Software: Maya, ZBrush, Substance Painter, Photoshop, Blender, Renderman, Nuke, Unreal Engine

Techniques: 3D Modeling, Sculpting, Retopology, Texturing, UV Mapping, Layout, Lighting, Rendering

Operating System: Linux, Windows, macOS

AWARDS

Vizzie for Best in Show, "Cluck'd Up" Vizagogo 2024

Best Student Film Winner, "Shell You Be Mine?" Austin Under the stars 2025

INVOLVEMENT & LEADERSHIP

Women in Animation, Member, 2022-Current

Visualization Industry Fair, Branding & Marketing Team Lead

- Led a team of 8 in developing event materials and managing social media campaigns, which resulted in an increase in event attendance and engagement.

Chillanium, Game Jam

- Collaborated with teams of 4 as a 3D modeler and setdressing artist, to create a fully functional game using Unreal Engine and Perforce within 48 hours.

SIGGRAPH Conference 2024, Student Volunteer

- Provided support for event organization, and coordinated with speakers and attendees.