

Saloni Patel, Concept 3D Modeler & Artist

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LINKS

[Website](#), [LinkedIn](#), [Instagram](#)

PROFILE

Creative and detail-oriented Concept 3D Modeler with a proven ability to bring imaginative concepts to life through high-quality 3D models. Skilled in producing visually captivating and precise assets while collaborating effectively with cross-functional teams to meet project goals. Adept at problem-solving, time management, and meeting deadlines in fast-paced environments. Passionate about innovation and constantly staying updated on the latest industry trends and techniques, ensuring cutting-edge and forward-thinking designs.

EDUCATION

Sep 2022 — May 2024	Master of Arts in 3D Modelling & Animation, Academy of Art University	San Francisco
Jan 2017 — Dec 2020	Bachelor of Arts, Mumbai University	
Jan 2015 — Dec 2019	Diploma in Fashion Design (Affiliated by Parsons School, New York), Indian School of Design & Innovation	Mumbai

EMPLOYMENT HISTORY

Dec 2021 — May 2022	3D Artist & Creative Director , Mueshi Inc.	Miami	<ul style="list-style-type: none">• Transformed 2D artwork into immersive 3D models: Led the conversion of multiple 2D paintings from diverse mediums into engaging 3D models and environments using Unity, significantly improving presentations for artist pitches and private exhibitions.• Developed custom 3D branding assets: Designed and modeled a unique "M" statue for the Mueshi website's landing page, incorporating various fonts and textures to enhance visual appeal and capture the attention of the artist community.• Created Metaverse-themed 3D scenes: Conceptualized and built custom 3D assets for Mueshi's Metaverse-themed environments, executing all aspects of modeling and texturing to align with the project's aesthetic and vision.
Apr 2024	Personalized Conceptual 3D Portrait, Freelance	San Francisco	<ul style="list-style-type: none">• Created a personalized custom digital artwork as a birthday gift by 3D scanning the recipient's face and body with PolyCam.• Modeled and sculpted detailed 3D assets in ZBrush, ensuring quality accuracy.• Applied advanced texturing, lighting, and rendering techniques using Blender to enhance visual appeal and realism.• Delivered a fully optimized 3D model tailored to the client's specifications, ensuring top-tier quality and customer satisfaction.
Mar 2022	3D Artist, Pedro Amos	Miami	<ul style="list-style-type: none">• Commissioned to transform the renowned 2D painting <i>Circle of Life</i> by prominent graffiti artist Pedro Amos from Miami's Wynwood Art District into an immersive 3D digital artwork.• Led the creative vision and technical execution for the project, resulting in a captivating 3D NFT for Amos' debut in the digital art space.• Utilized advanced 3D modeling and rendering techniques to maintain the integrity of the original artwork while enhancing its visual appeal in a digital format, helping the artist enter the NFT marketplace successfully.

- Developed concept design and 3D artwork for the NFT project "Aisha," the first woman in the Netherlands' hip-hop genre to win a gold record for her music *Zulke Dingen Doe Je*. This NFT allowed her community to own a digital piece representing her historic achievement.
- Led the onboarding process of the NFT on the Ethereum network using the Portion app, conducting market research on gas fees and ETH rates to optimize budget allocation and ensure an efficient, cost-effective launch strategy.

SKILLS

Hard Surface Modeling

ZBrush

Organic Surface Modeling

Blender

UV Mapping

Unity Game Engine

Digital Sculpting

Unreal Engine (Basics Only)

Texture & Lighting

Adobe Aero

3D AR Scan Optimization

Deploying and Launching NFTs
on ETH Network

Augmented Reality

Optimizing Models for 3D Print

Adobe Illustrator

Communication Skills

Adobe Photoshop

Creative Research

Autodesk Maya

ACHIEVEMENTS

+ Verified NFT artist on Rarible

+ Featured in the blog post of Portion app for the "IAMAISHA" project