



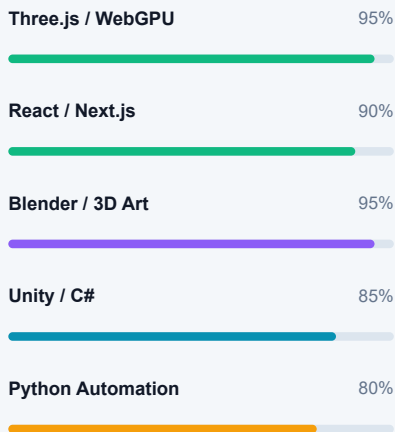
Mohit Patel

Lead Software Developer / Senior 3D Artist

Contact

- +91 820 070 4209
- hello@mohitpatel.de
- Portfolio
- GitHub
- LinkedIn
- Patan, Gujarat, India

Core Skills



Education

Bachelor of Commerce (BCom) | Ganpat University

Languages

English (Fluent) | Hindi and Gujarati (Native)
| German (Basic, in preparation)

Professional Summary

Lead Software Developer and Senior 3D Artist with 7+ years of experience in interactive 3D, web, games, AR/VR, and automation. Since March 2023, I have led a software team while remaining hands-on from concept and asset creation through development and deployment.

Professional Experience

Lead Software Developer & Senior 3D Artist

Oct 2021 - Present

VisCommerce

- Lead the software team while delivering interactive 3D and AR products across art, product, and engineering.
- Build Three.js and WebGPU product viewers; optimize GLB/gLTF assets and PBR materials for real-time web delivery.
- Automate Blender render pipelines with Python and develop augmented reality applications with Unity.

Game Designer

Jan 2021 - Oct 2021

ClevChamps

- Designed game mechanics, levels, and interactive experiences with Unity3D and Unreal Engine 4.
- Translated AutoCAD concepts into playable experiences with cross-functional art and development teams.

3D Artist

Oct 2018 - Dec 2020

fotonVR

- Created optimized 3D models, textures, assets, and environments for immersive VR projects.
- Produced real-time content with Blender3D and AutoCAD across modeling, texturing, and environment workflows.

Selected Projects

InternHubs - Full-Stack EdTech Platform

VIEW

Course management, enrollment, payments, administration, and a responsive learning dashboard.

React / Node.js / Cashfree

BulkBees - WhatsApp Automation SaaS

VIEW

Multi-user campaigns with authentication, delivery tracking, administration, and payments.

Next.js / WhatsApp API / Razorpay

Interactive 3D Product Viewer

VIEW

Real-time lighting, material switching, and responsive 360-degree product interaction.

Three.js / WebGPU / glTF

Spaces365 AR

VIEW

Published iOS AR app with markerless tracking, realistic lighting, and gesture controls.

Unity3D / C# / AR Foundation

Automated HD Render Pipeline

VIEW

Reduced render setup time by 80% and standardized repeatable production workflows.

Python / Blender

BlendForge - Blender to Unity PBR

VIEW

Preserves materials, embeds textures, and bakes procedural nodes into game-ready assets.

Python / Blender / Unity