



Mohit Patel

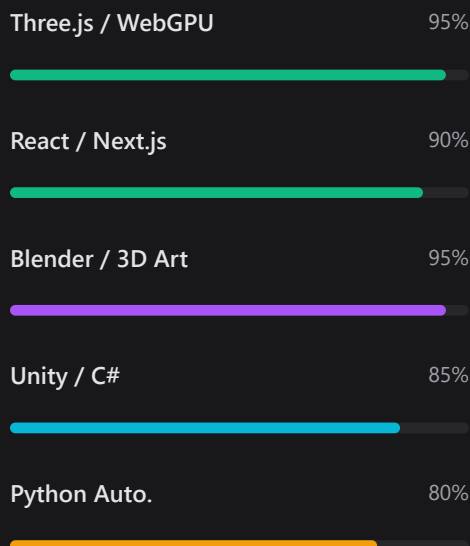
Lead Software Developer

Senior 3D Artist

Contact

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- LinkedIn
- Patan, Gujarat, India

Core Expertise



Languages

- English — Fluent
- German — Basic (in prep)
- Hindi / Gujarati — Native

About Me

I'm a multidisciplinary developer who bridges the gap between creative artistry and technical engineering. With 7+ years spanning 3D art, game design, and modern web technologies, I bring a unique perspective to every project. My journey from 3D artist to Lead Software Developer has given me a deep understanding of the entire digital pipeline — from concept and design to development and deployment.

Experience

Lead Software Developer & Sr 3D Artist

Oct 2021 — Present

VisCommerce

Leading the intersection of 3D art and web technology.

- Built interactive 3D product viewers with Three.js & WebGPU
- Created optimized GLB models for web-based 3D experiences
- Developed Python automation for HD rendering with Blender
- Built AR applications using Unity game engine
- Lead software development team since March 2023

Game Designer

Jan 2021 — Oct 2021

ClevChamps

Designed game mechanics, levels, and interactive experiences using Unity3D and Unreal Engine.

- Designed game mechanics and level layouts
- Worked with Unity3D, Unreal Engine 4, and AutoCAD
- Collaborated with cross-functional teams to deliver polished gaming products

3D Artist

Oct 2018 — Dec 2020

fotonVR

Created high-quality 3D assets and environments for VR experiences using Blender, AutoCAD, and other tools.

- Created detailed 3D models and textures for VR
- Designed environments for immersive VR projects

Featured Projects



InternHubs

Fullstack education platform with Cashfree integration, course management, and admin panel.

React

Node.js

BulkBees

Multi-user WhatsApp SaaS with campaign management and real-time delivery tracking.

Next.js

WhatsApp API