

JAYANT GERA

Senior Unreal Engine Artist — Real-Time Architectural Visualization

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PROFESSIONAL SUMMARY

Senior Unreal Engine Artist with 5 years of experience delivering real-time architectural visualization, interactive digital twins, and VR-ready environments. Specialized in Blueprint-driven interactivity, live-data-connected configurators, and cloud-deployable Unreal builds (AWS Pixel Streaming). Strong background in PBR material workflows and performance optimization — ORM texture channel packing, UE profiling, bulk texture management, and baked lighting workflows — alongside high-quality still rendering across Unreal Engine, Twinmotion, and D5 Render. Currently sole 3D and technical artist for a virtual office platform, owning the full pipeline from modeling through client-facing POC delivery.

CORE SKILLS

Unreal Engine 5, Blueprint Visual Scripting, Real-Time Rendering, Architectural Visualization (ArchViz), Digital Twins, Interactive Configurators, VR & Stereoscopic Rendering, Variant Manager Systems, UI/UX Widgets in Blueprint, Twinmotion, D5 Render, 3ds Max, Blender, Photoshop, Premiere Pro, AI-Assisted Post-Production, PBR Workflow, Texture Optimization, ORM Channel Packing, UE Profiling & Performance Debugging, Lightmap Baking, Pixel Streaming (AWS), Lighting Design, Environment Design, 3D Modeling, UV Mapping & Texturing, MetaHuman Animation, WebGL 3D Asset Animation

EXPERIENCE

Senior Unreal Engine Designer — Verchool Holdings, Dubai

October 2023 — Present

- Sole 3D and technical artist responsible for the full real-time pipeline — modeling, lighting, materials, Blueprint interactivity, and optimization — for a cloud-deployable virtual office and meeting platform.
- Led a team of designers to create environments and pitch videos for client-facing presentations.
- Built a real-time apartment configurator in Unreal Engine with live floor data (layout, pricing, availability) and a full stereoscopic walkthrough per unit, delivered as a client-facing proof of concept.
- Developed an interactive living room and kitchen scene on a live Variant Manager system, supporting real-time material, asset, and lighting swaps with no pre-rendered cameras or baked lighting.
- Deployed Unreal builds to the cloud via AWS Pixel Streaming, enabling clients to explore environments directly from a browser without local hardware.
- Applied performance optimization techniques including ORM texture channel packing (reducing texture sampling and draw calls), Unreal Insights profiling, bulk texture compression, and baked lighting for VR-sensitive builds.
- Produced architectural stills and photomatch composites, placing proposed 3D facades into real site photography matched for camera, light, and exposure.

Creative Head — Praansh Design Lab (Personally Led Studio)

August 2025 — Present

- Founded and lead a personal ArchViz studio alongside a full-time role at Verchool Holdings, handling freelance architectural visualization projects end-to-end.
- Own the full creative and technical pipeline for client work — modeling, lighting, rendering, and post-production — across Unreal Engine, Twinmotion, and D5 Render.
- Built brand identity and content direction for the studio, publishing project breakdowns and process content on Instagram, LinkedIn, and YouTube.

3D Visualizer / Design Engineer — Gesture Research, Gurgaon

March 2023 — December 2023

- Designed and modeled interior environments for VR presentation, prioritizing spatial accuracy and real-time performance.
- Built interactive Blueprint systems enabling users to navigate and interact with VR interiors in real time.

- Created and optimized 3D assets — modeling, UVs, and textures — used across VR and web-based deployments to meet performance budgets.
- Produced WebGL-based 3D asset animations for web-facing interactive product experiences.
- Collaborated with the design team to translate 2D interior concepts into fully realized, explorable 3D spaces.

3D Visualizer, Unreal Engine — CASA Exotique

November 2021 — January 2023

- Produced high-quality architectural walkthroughs and video animations for interior and exterior spaces.
- Optimized inherited 3ds Max models — cleaning geometry, reducing poly count, and reorganizing UVs — for smooth real-time performance inside Unreal Engine.
- Set up lighting and materials to match client-approved still renders while maintaining real-time frame rates.
- Coordinated with the design team to ensure walkthroughs accurately reflected proposed architectural and interior schemes.
- Delivered rendered animations for client presentations and marketing use.

EDUCATION

International Program in Visual Arts and Design (IP-VAD)

Maya Academy of Advanced Cinematics (MAAC), Delhi, India | July 2019 — April 2022

Secondary Education

Sr. Shree Ram Model School, Faridabad, India | Completed March 2018 | CGPA: 8.2