MIHIR BATHANI

UNREAL ENGINE ARTIST & DEVELOPER

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SUMMARY

Real-time graphics developer specializing in Unreal Engine 5, with nearly 3 years of Unreal Engine experience and 4+ years in motion graphics and 3D. Experienced in building data-driven broadcast graphics, live match-data pipelines, operator control tools and real-time visualization systems for professional sports productions. Independently developed and delivered on-air graphics across six sports, with a focus on performance, automation and reliable live production workflows.

SKILLS

Unreal Engine: UE5, Blueprints, UMG, Level Design
Real-Time Systems: Socket.IO, JSON, Live Data Integration, Data Visualization
Graphics: Motion Design, Material Instances, Procedural Geometry
3D: Modeling, PBR Texturing, Procedural Generation
Optimization: Draw Calls, Performance Profiling, Runtime Optimization
Tools: Unreal Engine, Blender, Maya, Substance 3D Painter, Photoshop, After Effects, Premiere Pro

EXPERIENCE

Unreal Engine Artist & Developer | Live Broadcast Graphics

Jul 2024 – Present

Stupa Sports Analytics | Gurugram, Haryana

- Independently developed and delivered real-time Unreal Engine graphics across **10+ live sporting events** covering six sports.
- Built **live data pipelines** integrating match JSON feeds into Unreal Engine to dynamically update player statistics, shot maps, ball trajectories and match visualizations.
- Engineered a **no-code UMG operator control panel**, enabling broadcast producers to trigger and manage on-air graphics without developer intervention.
- Developed on-air analysis features: **DRS line-calling replay** for pickleball, **procedural 3D spike trajectories** for volleyball, and shot-map visualizations for padel.
- Set up broadcast output through **Blackmagic DeckLink SDI fill + key** at a fixed **50 fps**, and hardened the engine configuration for live use.
- Optimized rendering workflows, draw calls and material instances to maintain stable performance during concurrent live productions.

Level Designer (SE)

Feb 2024 – Jun 2024

Medley's World | Vadodara, Gujarat

- Developed playable Unreal Engine environments from initial concepts through final implementation.
- Created optimized environment assets using hard-surface modeling and PBR texturing workflows.

Earlier Experience: Motion Graphics & Video Production

Video Editor & Motion Graphics Designer | Kore Mobile, Ahmedabad — Mar 2023 – Nov 2023

Graphics Designer & Video Editor | Mark Infinity and Kore Mobile, Ahmedabad — Apr 2022 – Feb 2023

- Produced motion graphics, video edits and graphic design work in After Effects, Premiere Pro and Photoshop.

EDUCATION

Bachelor of Computer Applications (BCA) | Parul University, Vadodara — Apr 2025 – Expected [2028]

Arena Animation, Ahmedabad

Unreal Game Development — Nov 2023 – Dec 2024

Certified Professional in Animation & VFX — Jul 2021 – Oct 2023