

Mihir Bathani

UNREAL ENGINE ARTIST | VIRTUAL BROADCAST GRAPHICS

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Experience

Unreal Engine Artist - Virtual Broadcast and Live Graphics Stupa Sports Analytics Gurugram, Haryana.	Jul 2024 - Present
▪ Delivered virtual 3D broadcast environments for 10+ live events across 4 sports — padel, badminton, table tennis, and pickleball and many more. ▪ Connected live JSON data feeds to Unreal Engine, powering on-screen player statistics, shot trajectory animations, and different player's stats that update instantly during broadcast. ▪ Built a custom no-code graphics control interface from scratch, reducing producer dependency on engineering support to zero during live productions. ▪ Optimised draw calls, material instances, and scene complexity to maintain stable broadcast frame rates across concurrent productions.	
Level Designer^(SE) Medley's World Vadodara, Gujarat.	Feb 2024 - Jun 2024
▪ Designed and assembled 3D level layouts inside Unreal Engine from concept through to playable environment. ▪ Created environment assets including hard-surface modelling and PBR texturing.	
Video Editor and Motion Graphics Designer Kore Mobile Ahmedabad, Gujarat.	Mar 2023 - Nov 2023
Graphics Designer and Video Editor Mark Infinity and Kore Mobile Ahmedabad, Gujarat.	April 2022 - Feb 2023

Education/Certification

Bachelor of Computer Application Parul University, Vadodara Part-time while employed	Apr 2025 – Present
Unreal Game Development Arena Animation Ahmedabad, Gujarat.	Nov 2023 - Dec 2024
Certified Professional In Animation & VFX Arena Animation Ahmedabad, Gujarat.	Jul 2021 - Oct 2023
Higher Secondary School Smt. R.M. Tilva Higher Secondary School Jamnagar, Gujarat.	May 2020 - May 2021

Skills

- 3D Modeling & Texturing
- Environment Art Asset Creation
- Procedural Generation
- Art Asset Optimization
- Real-time Data-Driven Graphics
- AR Overlays & Broadcast Integration
- Level Design (Blueprint-based)
- Game Engine Proficiency (Unreal Engine)
- Creative Problem-Solving
- Team Collaboration & Communication
- Documentation & Feedback Integration
- Attention to Detail
- Time Management & Workflow Efficiency
- Playtesting & Iteration

Tools

- **Engines & DCCs**
 - Unreal Engine
 - Autodesk Maya
 - Blender
 - Z-Brush
 - Gaea (learning)
- **Texturing & Materials**
 - Substance 3D Painter
 - Houdini (learning)
- **Design & Compositing**
 - Adobe Photoshop
 - Adobe Illustrator
 - Adobe After Effects
 - Adobe Premiere Pro