

REVANT MARIDI

3D DIGITAL DESIGNER / REAL-TIME ARTIST

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PROFILE

3D Digital Design BFA student focused on 3D modeling, real-time environments, and cinematic storytelling. Professional design experience across 3D assets, graphic design, and web design, from early concepts to polished digital deliverables.

DESIGN SKILLS

3D & REAL-TIME	3D Modeling, Texturing, Rendering, Environment Design, Asset Optimization
TOOLS	Unreal Engine 5, Blender, Adobe Creative Cloud
VISUAL DESIGN	Game Cinematics, Storyboarding, Concept Art, Graphic Design, Web Design

EXPERIENCE

Ramedia Technologies | Lead Designer May 2026 - Sep 2026

- Create 3D models, textures, and rendered assets; help develop playable environments and game-ready content in Unreal Engine 5.
- Produce graphic and web design work alongside 3D projects, shaping cohesive visuals across digital formats.
- Collaborate with designers to refine assets for visual quality and real-time performance.

Handshake AI | AI Model Trainer | Remote Sep 2025 - Present

- Evaluate and annotate AI-generated imagery; use structured A/B comparisons to assess accuracy, clarity, and visual artifacts.

CUTCO Cutlery | Sales Representative May 2023 - Aug 2024

- Delivered tailored product demos, met sales goals, and independently managed client follow-up.

3D PROJECTS

Ghost Circuit | Cinematic Game Trailer | Capstone 2026 - Present

- Developed JDM-inspired vehicle concepts, a low-poly car study, storyboards, and a 75-second animatic for an original futuristic racing story.
- Planned vehicle-driven sequences, visual style, and environment concepts for a cinematic trailer in Unreal Engine 5.

EDUCATION

Rochester Institute of Technology | BFA, 3D Digital Design Expected May 2027

GPA: 3.5 / 4.0 | Dean's List

EXHIBITIONS & HONORS

Imagine RIT Virtual Arcade - Student Exhibitor

Eagle Scout (2021) | President's Volunteer Service Award - Gold (2016)