



Junaid Manzoor

3d Modeller

I'm Junaid, a skilled 3D artist with 1+ year of experience in modeling characters, props, and environments for games and real-time applications. I specialize in Blender, 3ds Max, and Substance Painter, creating optimized, game-ready assets with a focus on detail and performance.

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📍 Multan, Multan, Pakistan

WORK EXPERIENCE

3d Modeller

GamesTree

03/2024 - 07/2024

LAHORE

Achievements/Tasks

- 3d Environment Designing
- Texturing Environment

3d Modeller

Freelancing

07/2024 - 12/2024

Multan

Achievements/Tasks

- 3d Modelling
- 3d Environment Design
- Texturing

3d Modeller

UBI SOFT PVT Ltd.

01/2025 - Present

BahawalPur

Achievements/Tasks

- 3d Environment Design
- Texturing
- UV Mapping

EDUCATION

Matric

Muslim Public Group of School and College

03/2019 - 05/2021

Multan

Fsc (Pre-Medical)

Army Public School and College Multan

06/2021 - 06/2023

Multan

SKILLS

Blender

3ds Max

Photoshop

Substance Painter

Unity

PERSONAL PROJECTS

3d Environment For Games

ACHIEVEMENTS

Achievement Name

LANGUAGES

English

Full Professional Proficiency

Urdu

Full Professional Proficiency

Punajbi

Full Professional Proficiency

INTERESTS

Learning Software

Exploring New 3D Tools and Techniques

Environment Design