

PARTHIV SHANKAR P

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🌐 LinkedIn

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📁 Portfolio

SUMMARY

3D Artist & Visual Designer specializing in 3D modeling, environment asset creation, high-to-low baking pipelines, and interactive WebGL assets. Proficient in complete 3D asset creation from modeling, UV unwrapping, and PBR texturing to armature rigging, shader setups, and real-time engine implementation.

EDUCATION

Marian Engineering College

B.Tech in Computer Science & Engineering

2023 - Present

CGPA: 8.18/10 (Up to S6)

Sarvodaya Vidyalyaya

Class 12 HSE Board Exam

2021-23

93.16%

EXPERIENCE

NODIFY – Student-led Design & Web Collective

Dec 2024 - Apr 2026

UI/UX & Visual Designer

- Collaborated in a student-led design collective delivering creative solutions for real clients.
- Designed UI/UX interfaces, brand identities, and visual assets across multiple projects.
- Designed logos, product packaging, marketing materials, and brand identities.
- Collaborated with clients to understand requirements and translate ideas into effective visual solutions.
- Delivered multiple projects while managing deadlines and iterative client feedback.

PROJECTS

CampusNav3D – Interactive 3D Campus Navigation System (In Progress)

Present

Godot • 3D Environment • UI/UX

- Developing an interactive WebGL-based campus navigation system featuring multi-floor pathfinding.
- Creating and optimizing 3D campus environments in Blender for lightweight browser-based rendering.
- Designing intuitive interaction systems including dynamic building transparency, floor slicing, and mobile QR synchronization.

NEED FOR SQUEAK – Juniper Dev Very Serious Game Jam

Jun 2026

Game Designer • 3D Artist • UI/UX Designer

- Collaborated with a remote team of designers and developers to build a complete game within a one-week game jam.
- Created the majority of the game's 3D models and environmental assets.
- Contributed to gameplay design, UI/UX, and player experience through rapid iteration.
- Ranked **298th out of 3,521 entries** worldwide and **32nd in the Creativity** category.

Gamified Portfolio Website

May 2026

Web Design • Development

- Designed and developed a gamified personal portfolio with interactive navigation and animations.
- Built the website using HTML and CSS, showcasing projects through interactive navigation, animations, and playable experiences.
- Designed the interface and visual assets while integrating interactive elements and a playable game showcase.

HITSTOP – Mobile Action Game Prototype

Apr 2026

Godot • Game Design • UI/UX

- Designed and developed a mobile action game prototype focused on responsive combat and satisfying gameplay.
- Iterated on gameplay mechanics to improve player feedback and overall game feel.
- Built interactive UI elements and gameplay systems using Godot.

SKILLS

Design

Game Design • UI/UX Design • Interaction Design • 3D Art & Animation • Branding & Packaging

Tools

Blender • Substance 3D Painter • Figma • Godot • DaVinci Resolve