

**Muhammad Mubashir Uddin**

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## Professional Profile

I am a 3D Artist, Technical Lead, and Educator with over 20 years of experience in digital design, web development, interactive media, and game development. I have been working with Blender since 2018 and have earlier experience in Autodesk 3D Studio Max. I enjoy teaching and helping students understand 3D basics in a simple and practical way. I am looking to teach a Beginner Blender Course where I can share my industry knowledge and hands-on experience.

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## Core Competencies

### 3D & Design

- Blender (Modelling, Materials, Lighting, Rendering, Animation)
- Autodesk 3D Studio Max
- Unity (C#)
- WebGL & Three.js
- Adobe Creative Suite (Photoshop, After Effects, Animate, Audition)

### Web & Development

- React JS & React Native
- HTML5, CSS3, JavaScript
- PHP & MySQL
- Socket.IO

### Teaching & Leadership

- Curriculum Development
  - Lab Instruction & Practical Training
  - Student Mentorship
  - Technical Team Leadership
  - Project Planning & Execution
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## Teaching Experience

### Lecturer (Weekend Program)

**NED University of Engineering & Technology, Karachi**

January 2002 – 2004

### Responsibilities:

- Delivered lectures in Computer Systems & Multimedia.
- Designed curriculum, lab work, quizzes, and examination papers.
- Supervised student projects and conducted viva assessments.
- Managed practical lab sessions and student evaluations.

## Professional Experience

### Project Manager

Digitwyn | October 2025 – Present

<https://digitwyn.com/>

- Develop Digital Twins and actuator models.
  - Conduct simulations using NVIDIA ISAACSIM.
  - Train AI models in ISAACLAB.
  - Lead 3D and simulation-based development teams.
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### Technical Team Lead

Digicop | December 2024 – 2025

<https://digicopsolutions.com/>

- Led development of web applications using React and modern web technologies
  - Managed technical teams and project execution timelines.
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### Founder & Freelancer

Artistricks | November 2023 – 2024

<https://artistricks.com/>

- Designed and deployed web-based applications.
- Developed games for desktop and mobile platforms.
- Created 3D assets and environments using Blender.
- Built interactive WebGL experiences

### Team Lead

2Cimple Inc | November 2015 – 2023

<https://2cimple.com/>

- Designed JavaScript components and interactive games.
  - Supervised creative and development teams.
  - Led multimedia and 3D content production workflows.
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### Flash Developer Team Lead

Planet Reading | March 2014 – 2015

- Managed web-based educational games.
- Coordinated between design, development, and clients.
- Conducted milestone presentations and quality reviews.

### Senior Software Design Engineer

2Cimple Inc | July 2009 – 2014

<https://2cimple.com/>

- Developed interactive learning applications and games.
- Designed multimedia systems and educational tools.

## 3D Artist & Systems Developer

Sharp Image Studio | 2000 – 2002

<https://www.sharpimageonline.com/>

- Worked on multiple visual projects using 3D software and post-production tools.
  - Created 3D models, visual scenes, and composite outputs.
  - Contributed to commercial and client-based design projects.
  - Independently designed and developed the company's internal database system.
  - Built a structured system to manage projects and data efficiently.
  - This system improved workflow and project tracking across the studio.
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## Principal Graphic Designer & Developer

Avanza Solutions Private Limited | July 2002 – April 2009

<https://avanzasolutions.com/>

- Website and UI design.
- Flash animations, multimedia CDs, and interactive systems.
- Visual design and digital content production.

## 3D & Blender Experience

- Using Blender since 2018 (including early 2.7x versions).
- Experience includes:
  - \* Hard surface and basic organic modelling
  - \* Modifiers (Subdivision, Boolean, Mirror, etc)
  - \* Materials & Texturing
  - \* Lighting setups
  - \* Rendering (Cycles & Eevee)
  - \* Basic animation & keyframing
- Asset creation for games and web platforms.
- Prior experience in Autodesk 3D Studio Max.

## Education

### Bachelor of Computer Systems

NED University of Engineering & Technology  
Karachi, Pakistan

## Certifications

- Successful Project Management for IT Professionals – Pakistan Institute of Management
  - Programming in HTML5 with JavaScript & CSS3 (Exam 70-480)
  - Microsoft Certified Professional – Designing & Implementing Desktop Applications (70-176)
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## Professional Affiliation

Professional Engineer – Pakistan Engineering Council