

Mansoor bilal
Senior CG Generalist

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Profile

My name is Mansoor Bilal. I have over 13 years of experience in the CG industry. It's been a remarkable journey. I have completed many professional projects, serving in various roles and capacities across different jobs, and have undertaken numerous freelance/contract projects. I have devoted a significant amount of time to personal projects, engaging in extensive R&D to experiment with new tools and techniques. My aim is always to achieve more realistic results, driven by my enduring passion for the CG field. My enthusiasm for 3D, VFX, and games remains undiminished, as I am deeply passionate about these areas

Education

D.Com – Commerce College Mianwali — *July 2009*

Bachelor's in Psychology – Virtual University of Pakistan — *March 2012*

AAASP (Arena Animation Academy Specialist Program) – Islamabad — *August 2014*

Skill

- | | |
|-------------------------------------|---------------------------|
| ✓ 3D Modeling | ✓ Lighting and rendering |
| ✓ Sculpting | ✓ Vfx and Special effects |
| ✓ Texturing | ✓ Compositing and Editing |
| ✓ Rigging | ✓ Sound Design |
| ✓ 3D Animations of Props & Products | |

Software Expertise

- | | | | |
|-----------------|-----------------|--------------|------------|
| • Houdini | • Unity | • DaVinci | • World |
| • Maya | • Substance | Resolve | Creator |
| • ZBrush | Painter | • Keyshot | • Embergen |
| • 3ds Max | • Photoshop | • Marmoset | • PF Track |
| • Cinema 4D | • After Effects | Toolbag | • Syntheye |
| • Blender | • Premiere Pro | • Speed Tree | |
| • Unreal Engine | • Nuke | | |

Expertise in Rendering Engines

- | | | | |
|------------|----------|---------------|--------------|
| • Redshift | • Arnold | • Eevee | • MegaLights |
| • Octane | • Karma | • Path Tracer | |
| • Vray | • Cycles | • Lumen | |

Language

English | Urdu | Saraiki | Punjabi

Certifications

3D Animation and VFX Certification – Arena Multimedia

Work Experience

Senior CG Generalist

IMU Studio – *Dec 2023 – Present*

- Working as a CG Generalist, contributing to a variety of projects by creating 3D models, sculpting, and texturing, ensuring high-quality assets for games and cinematics.
- Collaborating on Play-to-Earn game projects using Unreal Engine, ZBrush, Maya, and Houdini.
- Managing workflows across asset creation, environmental design, and prop development while supporting the team with technical expertise

Senior CG Generalist & Unreal Artist

Orbit Cosmos – *Dec 2023 – Dec 2024*

- Specialized in cinematic trailers and shots using Unreal Engine with strong emphasis on lighting and rendering.
- Key role in look development, modeling, sculpting, and texturing.
- Optimized workflows for cinematic production to enhance storytelling.

Team Lead & Senior CG Generalist

IR Solutions – *March 2022 – April 2023*

- Worked as a CG Generalist and Technical Director, managing a team of 4 animators, 1 modeler, and 1 compositing artist.
- Making different assets for the Metaverse and NFT Games, creating digital videos of Metaverse walk-in experiences, mostly using Unreal and Unity.
- Worked on 3D modeling, sculpting, and texturing, along with creating environments and props, characters, rigging, rendering, compositing, and sound design.

CG Generalist

Mind Trust – March 2022 – April 2023

- Worked remotely. My main work was creating and modeling environments and props, based on the scene requirements, product animations with exploded views, along with lighting, rendering, and compositing.

Unreal Real-Time Rendering Artist

iGate Technologies – July 2021 – March 2022

- Performed as an Unreal Lighting, Shading, and Real-Time Rendering Artist.
- Made simulations and particle effects for RDX products using Cinema 4D and Houdini.

3D Environment and Mograph

WRP Artist – May 2021 – July 2021

- Worked on different game advertisements and 3D environment sets with lighting and shading.

Senior Animator & VFX Artist

University of Management and Technology – April 2017 – May 2021

- Managing the complete animation and video workflow from start to end.
- Increased social media growth by 42% on Instagram and 34% on Facebook, due to presentable videos
- Developed an animation workflow and pipeline for real action.
- Managed storyboards for a proper deliverance of the messages, making them more impactful.
- Introduced new techniques that helped the organization reach the target audiences with better messages..

3D Artist

Hijaz Islamic University – Mar 2015 – Dec 2016

- Made full stories of Islamic history and conveyed the message through 3D animations.
- Edited the Islamic lectures, images, stock videos, animations, text, and Quranic Ayat.
- Developed the idea of a mocap (motion capture) suit animation, which helped the institute produce better animations.
- Introduced a tracking animation system for stock footage and a mix-match of 3D and real-life elements for better representation of the messages.

3D Artist

Unicorn Black – Aug 2014 – Feb 2015

- Managed lighting and rendering and the animatic sequences and Environment and props modeling.
- Worked with the editing team and the music/sound effects team for the final voice-over and final renders.

3D Modeler

Trango Interactive – July 2013 – Aug 2014

- Product modeling (Reebok shoes) and environment modeling for TVCs & games.
- Textured several scenes from UVs to final texture.

Animator

Mediaology – Jan 2012 – Jun 2013

- Managed drama titles, animation sound effects, and edits. Worked as a colorist, performing color correction for music videos, films, and dramas. Worked as a Creative Assistant Director on 2 to 3 locations and edited the full series of Zacha-Bacha, from titles to animations.

My Current Learning | Research and Development

Always learning new tools to make my workflow fast and efficient, equipped with knowledge of the latest AI tool

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|---------------|---------------------------------|
| • ComfyUI | • Runway |
| • Mid-journey | • Kling Ai |
| • ChatGPT-4o | • Veo 3 |
| | • <i>whisk, Gemni</i> (AI Tool) |

Portfolio – Clickable Links

Personal Reel (Personal Projects)

[Artstation](#)

Professional Reel (Client & Company Projects)

[Unlisted Youtube Link](#)

BTS | Breakdowns | worklog

[My youtube Channel](#)