Harpreet Singh Uppal (Happy Singh)

3D Artist & Animator · Games, real-time 3D and AI-assisted workflows

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Profile

3D artist and animator working in games, real-time 3D and design since 2019. Currently a 3D Animator building assets and animation for Unity VR/MR applications. Strong in Maya animation and rigging, game-ready modelling, UV unwrapping and Substance Painter PBR texturing, with lighting and lightmap baking for real-time performance. Uses AI tools for exploration, scripting and fast iteration, then finishes the detail by hand. Outside work, builds browser games, Blender add-ons and an explorable Three.js portfolio.

Core skills

3D & animation: Maya, Blender, ZBrush, character animation, rigging and skinning, hard-surface and prop modelling, retopology, UV unwrapping, low-poly optimisation, Substance Painter PBR texturing.

Real-time & web: Unity (URP, C#, AR/VR/MR asset integration, lightmap and shadow-map baking, optimisation), Three.js / WebGL, Cycles rendering.

AI-assisted production & tools: AI-assisted image, video and 3D work (Tripo, Higgsfield, ChatGPT, Claude); Python add-ons and scripts for Blender and Maya; procedural generation; manual refinement and testing.

Design & video: Photoshop, Illustrator, Premiere Pro, After Effects; game UI and HUD design.

Experience

3D Animator · **Bigvision Software Services Pvt. Ltd., Mohali**
Oct 2025 – Present

- Create 3D assets, environments and animation for VR/MR training and simulation applications built in Unity.
- Model, UV, texture and optimise real-time assets; handle lighting and lightmap baking for headset performance.
- Produce promotional video and website hero visuals combining 3D, AI-assisted imagery and video editing.
- Work with developers on integration and with the web team on visual direction.

Freelance 3D Artist & Designer · **Self-employed**
Sep 2024 – Oct 2025

- 3D modelling, texturing and animation for client and personal projects.
- Graphic design and video editing: logos, social media content and promotional videos.

Graphic Designer & Video Editor · **Vcan Overseas Consultants**
Aug 2023 – Aug 2024

- Designed marketing banners and social media visuals; edited promotional videos in Premiere Pro and After Effects.

Freelance Graphic Designer · **Self-employed**
Aug 2021 – Jul 2023

- Delivered logos, banners, animated logos and social media design from concept to final files.

Game Animator & Team Lead · **Deftsoft, Mohali**
Nov 2019 – Jul 2021

- Created humanoid rigs and character animation for mobile games in Maya and Unity.
- Led the animation team and worked with developers on animation integration; Leader of the Year 2020.

Independent projects

3D portfolio park (Three.js, live Oct 2026). Walk or fly through a park as the Ink Fox; each building opens a body of work, with playable games and a day–night cycle.

Project Frontier (Unity URP, C#, in development). First-person survival game: procedural terrain, rivers and forests, survival needs, tools, building, inventory and save/load.

Hive Adapt (Unity and browser). Swarm shooter where the Hive adapts to how you play: Windows builds, a browser version on itch.io and a co-op lot in the Project 0 browser city.

Browser games 18 games on itch.io, including Shardfall, Block City Mayhem, Chrono Survivors and Rhythm Surge, plus party games for streamers. Four Project 0 lot builds and two avatars (p0 SDK, Three.js).

Artist tools Blender add-ons on Gumroad (UrbanCraft, UnwrapCraft, Meshfill, CableCrafter Pro and more); Happy3D, an open-source Blender add-on with Maya-style marking menus and hotkeys (in development); a free browser toolkit for 3D artists.

Games and tools are built with AI-assisted development and hand iteration.

Education

BA Visual Effects and Animation · Mahatma Gandhi University, Meghalaya · 2026 | **Unity training** · RV Technologies, Mohali · 2018