ROHANN DORABJEE

SENIOR 3D VISUALIZATION DESIGNER | REAL-TIME 3D | VR/AR

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I am a 3D Visualization Designer with 8+ years in the design field, focused on creating both product visualization and interactive VR/AR, delivering high-quality visuals for education, research, and industry. My work consists of translating CAD geometry into compatible visual assets across Unreal, Unity, and WebGL.

SKILLS – SOFTWARE

TECHNICAL: Modeling, Texturing, Sculpting, Animation, Optimization, LODs, Real-time Lighting, Interaction Design, VR/AR Development, C#

TOOLS: Unreal Engine, Unity, Blender, 3ds Max, Maya, ZBrush, Substance Painter, Marmoset, Marvelous Designer, Adobe Creative Suite, Figma, Jira

WORK EXPERIENCE

3D DEVELOPER – SUBCONTRACTOR   JAN 2025 – Present
Bank'd
Redesigned 3D visual assets for an educational banking app aimed at teaching kids finance through gamification.
- Developed interactive 3D environments, characters and other visuals assets for mobile gameplay.
- Collaborated with designers and software engineers to integrate 3D elements and UI prefabs.
- Balanced engagement and usability through stylized 3D design.

SENIOR 3D VISUALIZATION DESIGNER   JAN 2022 – DEC 2025
Faculty of Science - University of Queensland
- Developed real-time 3D visualization for virtual experiments using Unity, to enhance content delivery.
- Implementing refined UI designs and implementations for online activities, improving user experiences.
- Created detailed 3D models and materials, ensuring high-quality for final app execution.

LEAD 3D DEVELOPER   JAN 2020 – JAN 2022
University of Sydney, Biochemistry
- Designed the 'Lab Data Generator' WebGL project, crafting over 40 unique virtual simulations for individual courses, used by over 10,000 students, significantly improving educational accessibility.
- New UI design focused on multiple platforms, including desktops, touchscreen, and mobile.
- Created engaging tutorials and trained academic staff and enhanced the eLearning experience.

CREATIVE LEAD | CONSULTANT   APRIL 2016 – PRESENT
VREX Digital Studios
In charge of building VR applications for clients, demonstrating adaptability across diverse industries:
- **BSS (2023):** Developed a live stadium VR experience with multiplayer capabilities using Meta Avatars, enhancing live event participation.
- **Shoe Yoh, UNSW (2022):** Executed a 3D WebGL build for UNSW, in charge of optimizing web performance and visual execution. CAD file conversion and model optimization.
- **Milestone Homes NZ (2016-2018):** Architectural visualization of 500+ homes, conversion of CAD models into VR assets. Integrating a customizable 3D neighborhood walkthrough for Milestone Homes NZ.

LEAD UI UX DESIGNER | VISUALIZATION DESIGNER   APRIL 2015 - 2017
Urban Housing Lab
- Directed the design of an **interactive web platform** to communicate urban housing research.
- Delivered **HTML/CSS/JS prototypes** that improved academic visibility and engagement.

3D USER EXPERIENCE DESIGNER   JULY 2015 – DEC 2015
DesignTeam AU
- Produced **AR-optimized 3D models** for projects including Bugaboo and the Australian Navy.
- Streamlined **LIDAR scan integration** for augmented reality apps.

SELECTED PROJECTS

- **Boom Supersonic XB-1 Interactive Demo (2025 – Independent Case Study):** Built Unity WebGL prototype translating CAD geometry into **a 3D interactive visualization**, aligned with Boom's brand.

- **VR Metaverse Stadium (2023):** Multiplayer VR environment using the Meta Avatars, creation of an optimized large-scale immersive scene.

- **Lab Data Generator (2021):** 40+ WebGL simulations, used by **10,000+ students** to visualize complex biochemical experiments.

- **Milestone Homes 3D Neighborhood (2016–2018):** Displaying **500+ architectural visualizations** within an interactive neighborhood tool.

EDUCATION

BACHELOR OF DESIGN COMPUTING (HONORS CLASS 1)   2012-2016
University of Sydney   Sydney, Australia
Graduated with First Class Honors, demonstrating academic excellence in (HCI) interaction design.

VOLUNTEER WORK

WORKSHOP FACILITATOR
Mixed and Virtual Reality Workshops | Sydney Design Festival @ Sydney, Design Lab   **2015 - 2016**
- Introduced participants to Unity Engine and VR headsets, covering both theoretical and practical aspects.
- Teaching the audience in understanding the challenges and trends in immersive applications.