

RAVINDRA SINGH

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About Me

Highly accomplished **Three.js** Developer specializing in building high-performance, interactive 3D web experiences and cutting-edge graphics applications. Proven ability to translate complex design concepts into optimized, user-friendly interfaces, driving engagement and innovation. Adept at leveraging WebGL, GLSL, and modern frontend frameworks to deliver immersive digital solutions.

Experience

Maptell

3D WEB DEVELOPER

India (Remote)

June 2022 - Present

- Architected and implemented a core Three.js framework for interactive product visualizations, reducing rendering times by 30% across 5+ client applications.
- Led a team of 3 developers in integrating advanced GLSL shaders for realistic material rendering, boosting visual fidelity by 40% and enhancing user immersion.
- Collaborated cross-functionally with design and backend teams to deliver high-fidelity 3D configurators that increased user conversion rates by 15%.

Pixelverse Innovations

THREE.JS DEVELOPER

San Francisco, CA

March 2021 - May 2022

- Developed and maintained responsive 3D web applications using Three.js and React, resulting in a 20% increase in client project engagement.
- Implemented custom WebGL shaders for dynamic visual effects, which were featured in 3 award-winning digital campaigns.
- Optimized application performance by identifying and resolving bottlenecks, improving frame rates by an average of 25% on various devices.
- Integrated 3D assets from Blender and Maya into web environments, ensuring consistent visual quality and adherence to specifications across 10+ projects.

Projects

Interactive 3D Product Configurator

<https://github.com/elenav/3d-product-configurator>

August 2023 - November 2023

- Developed a full-stack Three.js configurator using React and Redux, enabling real-time customization of complex 3D models with dynamic textures and materials.
- Implemented performance optimizations that achieved smooth 60 FPS rendering on mid-range hardware, enhancing user interaction and satisfaction.
- Integrated a shareable state system, allowing users to share their custom configurations via URL, increasing project virality by 10%.

Procedural Landscape Generator

<https://github.com/elenav/procedural-landscape>

August 2016 - March 2017

- Created a WebGL-based application for generating infinite procedural terrains with dynamic weather effects using GLSL shaders.
- Explored advanced noise functions and fractals to achieve realistic topographical variations and optimized shader code for real-time rendering at high resolutions.
- Implemented camera controls and lighting adjustments, providing users with a comprehensive environment for exploration.

Education

BABU BANARASI DAS INSTITUTE OF TECHNOLOGY AND MANAGEMENT

B.TECH, COMPUTER SCIENCE

Lucknow, Uttar Pradesh

May 2013 - April 2017

Skills

3D Graphics & Frameworks: Three.js, React Three Fiber (R3F), WebGL, WebGPU, GLSL (Custom Shaders), GSAP (Greensock)

Web Development: JavaScript (ES6+), TypeScript, React.js, HTML5, CSS3, Next.js, Vite

Languages

English

Hindi

Hobbies

Sports(Badminton, Football. TT), Travelling, Watching Movies