

Radwan Jameel

Creative Technologist ·
Real-time 3D on the web

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Hyderabad, India · relocating to Germany
Opportunity Card in progress · no sponsorship needed



PROFILE

Creative technologist with an electronics engineering degree. I model in Blender and build interactive 3D for the browser in Three.js, WebGL and custom GLSL. My work is lean by design: procedural graphics instead of image files and strict page-weight budgets (YOAKE ships about 274 KB gzipped against 2.2 MB of images in the concept it studies). Nearly three years of enterprise technical support taught me to debug calmly and explain clearly. I work with agentic AI tools (Claude Code) while keeping architecture, constraints and review myself. Looking for Creative Developer, Frontend Developer or Technical Artist roles: open to remote work now, and relocating to Germany.

SELECTED PROJECTS

- 10/2026 **Portfolio**, radwanjml.github.io · Three.js, Blender Cycles, WebGL
- Walkable island hero: a character walks a Cycles-rendered plate, its height read from the render's own depth map, in three times of day.
 - In-browser 3D model viewer with solid, wireframe and rendered shading; model pages with stills and animated renders; Lighthouse accessibility, SEO and best-practice scores of 100 on its case-study, About and Models pages.
- 06/2025 – present **Closer**, two-player 3D cove in the browser, closer-cove.netlify.app · Three.js, GLSL, WebSockets, Blender
- Started in Unreal Engine and Blender (2025); rebuilt for the browser from 07/2026 after the first web version's skeletal animation failed on phones.
 - Characters modelled in Blender and rigged in code: wheeled and hover kinematics driven by velocity and acceleration, no bones.
 - Ten-layer seaside scene with custom water shaders and terrain height sync; a hug pose solved from measured geometry, with no collision physics.
 - Session architecture without a host machine: late joiners rebuild the timeline from server time offsets; shared campfire state on a relay server.
- 09/2026 **Overspill**, 3D network strategy game, overspill-game.netlify.app · Three.js, GLSL, WebRTC, PeerJS
- 2–4 players on one device or 2 online with a room code; serverless peer-to-peer multiplayer in a single bundle of about 1.05 MB.
 - Graph generator for Barabási–Albert, Watts–Strogatz and Euclidean proximity networks; deterministic cascades keep peers in lockstep by exchanging single node IDs.
- 08/2026 **AGIT V5**, twelve-page website concept for a Perth education provider (unsolicited), agit-tibr.netlify.app · HTML/CSS, GSAP, Lenis, WebGL
- One design system across twelve pages, keeping the old site's URL structure with a 301 map so existing links and search ranking survive.
 - About 150 KB per page against nearly 15 MB on the original site; hero art compressed from 17 MB to 169 KB; WCAG AA. Five live iterations.
- 06–09/2026 **Dental clinic concept sites**: Obsidian, Aurelle, Velora, NÚR, Pearl · HTML/CSS, GSAP, Lenis
- Five concept brands designed and built end to end, from editorial calm to a cursor-reveal hero; all live, linked from the portfolio.
- 08–09/2026 **WebGL studies**: SERAI, YOAKE, PULSE · Three.js, GLSL, Canvas 2D, Lenis
- SERAI: a 22-storey tower assembling itself through a single clipping plane; procedural textures, about 251 KB gzipped.
 - YOAKE: scroll and camera in one shared render loop, live secondary cameras via scissor test, custom bloom and light shafts; about 274 KB gzipped.
 - PULSE: a network visualisation with GPU point shaders and Verlet physics.

2023 –
present

3D modelling and rendering · Blender, Cycles

- Product and prop visualisation, hard-surface models and animated renders (34 in the portfolio); real-time export pipeline to compressed GLB for the web.

EXPERIENCE

06/2026 –
present

Founder and Creative Technologist, Tibr Studio · Hyderabad, remote

- Interactive 3D websites in Three.js, WebGL and GLSL: concept and pitch builds for clinics and an education provider, plus technique studies.
- Blender modelling and asset optimisation for real-time web delivery; scroll-linked motion in GSAP and Lenis.

10/2025 –
04/2026

Client Consultant (part-time), ADP, Wisely PayCard Client Services · Hyderabad

- Client onboarding, activation and account operations; guided clients through KYC and UBO compliance workflows in a regulated environment.

09/2024 –
06/2025

Technical Support Specialist, Tech Mahindra, client Verizon (USA) · Hyderabad

- Device, connectivity, outage and billing support on backend systems and customer devices; trusted with escalations.
- Ranked among top performers after production on QA, CSAT and AHT; informally onboarded new joiners.

05/2023 –
03/2024

Virtual Technical Support Associate, Amazon · Hyderabad, remote

- Alexa, Fire TV, Prime Video and retail support for US, UK and Indian customers; 30–40 interactions a day; German-language chat support in the final month.

01/2022 –
06/2022

Customer Service Representative, Sykes (now Foundever), client Just Eat (UK) · Hyderabad

- Order, billing and account support for customers and restaurant partners by email, chat and phone.

EDUCATION

2021–2024

B.Tech, Electronics and Communication Engineering

Lords Institute of Engineering and Technology (Osmania University), Hyderabad
Projects: IoT pantry information system, PLC and SCADA ventilation monitoring, sensor-driven water-efficient dishwasher

2017–2021

Diploma, Special Communication Engineering

Government Institute of Electronics, Secunderabad · 72%

LANGUAGES

English

Fluent · IELTS Academic 7.5 overall, C1 (2026)

German

B1, Goethe-Institut: Speaking and Writing passed; Reading and Listening in preparation

Hindi, Urdu

Fluent

Telugu, Arabic

Basic

SKILLS

3D and graphics

Three.js, WebGL, GLSL shaders, post-processing, Canvas 2D, Blender (modelling, Cycles rendering, geometry nodes), glTF/meshopt pipelines, Unreal Engine basics

Frontend

JavaScript, HTML, CSS, GSAP, Lenis, accessibility (WCAG AA, Lighthouse), performance budgets, GitHub Pages and Netlify

Networking

WebRTC, PeerJS, WebSockets, deterministic synchronisation, session architecture

Design

Figma, Affinity

Working method

Agentic development with Claude Code, rapid prototyping, Python basics; Salesforce and Zendesk from support roles