



MILA KHAMIR

Passionate and Detailed-Oriented 3D Artist

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Mila Khamir

Detail-oriented 3D artist with a strong background in game design and character production. Expertise in practical and technical aspects of commercial art with 5+ years of experience in the industry. Seeking to develop creative ideas for Artee Digital Marketing and provide an excellent 3D experience for the users through collaborative and shared ideas.

Work Experience

3D Artist • Inside Out Studio

- Led a team and delegated tasks to 5 illustrators to complete a motion graphic advertisement project.
- Produced an average of 5 3D art projects monthly including motion graphics, animation, and still images projects.
- Designed a detailed landscape environment using 3ds Max for an advertising project.

Jul. 2018 - Present

Junior 3D Artist • Yellow Dot Inc.

- Designed the main character of "Sir Dimitri" animated short series.
- Created 150+ character models of various games and short movies within character effects team discussion.
- Worked closely with the 3D artists team to ensure the integrity of character developments.

Jun. 2017 - Jun. 2018

Education



B.A. in Multimedia and Communication • Connecticut College of the Arts

2008 - 2012

- Excelled in 3ds Max design and modeling
- Created content monthly for the department art magazine
- Competitions: 2nd Place, Young Talent, Art Villages, 2015

Publications

"A Walk to the Future", Dezeen (2018)

"Rethinking Dinosaur", Designboom (2018)

Technical Skills

- 3D Software: ZBrush, Blender, 3D Slash, LightWave3D, Rhinoceros
- Adobe series: Photoshop, Illustrator, InDesign, After Effects, Premiere, Lightroom
- Character modeling
- (Physically-Based Rendering) PBR and shading
- Animation & motion graphics

Soft Skills

- Proactive team player
- Individual & group brainstorming
- Project management & delegation
- Presentation & persuasion
- Time management