

Objective To contribute my passion and experience to projects that make a difference.

Summary A Game Developer with 4 years of industry experience and 4 shipped projects.

Experience **Game Artist / Environment Artist (Intern) at Codemasters Malaysia** KL, Malaysia | 2011

Race Driver: Grid 2 (PC/X360/PS4)

- Built environments that fit Race Driver Grid's series art direction.
- Helped with optimization effort for all three target platforms.
- Created art assets and assisted with outsource management, that includes: logging asset requests, providing feedback and reducing workflow bottlenecks where possible.
- Vertex Painting for dissimilar weather complexity/UV Unwrapping/Fixing Unwrapped UV.

Recommended as a capable, keen and enthusiastic 3D/Game Artist, capable of producing quality work up to and including photorealistic enviromental assets (by Ivon Smith-Technical Art Trainer-Codemasters Game Art Studio)

Art Director at Eglloo Studio

Tehran, Iran | 2013 - 2015

Raze Roshan (Third Person Shooter) (PC)

- Recruited and management multidisciplinary team of 10 to 20 persons.
- Established visual identity of project, that includes enviromentals, weapons, characters and collateral designs.
- Maintained game and overall design.
- Mentoring artist team, evaluating production's performance, giving feedback and direction. Reassuring that team's work is up to industry standard.
- Artistic directors on project ensure the game's concepts are brought to life through a range of graphic design elements.

Qaher F-313 (Combat Flight Simulator) (PC)

- Assisted with memory and performance optimization across all levels.
- Evaluating Global lighting and post-process passes.
- Mentoring visual style of samples provided with Unity 3d.
- Creative ownership of the maps for overrun mode and Maintaining enviroment art as well as Some of shader and optimisation effort within the level.
- Close Collaboration with lead designers and constant evaluation and iteration on the map's layout and other gameplay aspects.
- Recruited and management multidisciplinary team of 8 to 15 persons.

Experience

Strait of Fire (First Person Shooter) (PC)

- Worked closely with lead Environment Artist and Lead Designer to make sure we deliver the best experience ever possible with Unity3d.
- Implemented story telling through the environments.
- Mentoring art assets under technical constraints of Unity3d.
- Recruited and management multidisciplinary team of 8 to 15 persons.

Education

BM Virtual Reality at Multimedia University

Cyberjaya, Malaysia | 2008 - 2012

- Granted for Dean's AWARD 2009/10/11/12.
- Nominated for Best Student 2009/10/11/12.
- Granted for Cross-Road-Canada-2012 Vancouver Film School AWARD (Game Design Program).
- Granted for Savannah College of Art and Design AWARD (Interactive Design and Game Development)
- IRANIAN's Elite Foundation Membership since 2013

Publication

- IMMERSIVE VIRTUAL ART (Final Year Research Degree)
 - Published in March (2014) issue of International Journal of Academic Research (Transforming User's emotion to Digital world by liberating their Dreams).

***Recommended as a tremendous student and an asset to Virtual Reality Programme, he is mature and innovative thus his work has been excellent. All the time, his abilities and passion to push creative boundaries were evident throughout his projects.
(by Professor Harold Thwaites - Director of Center for Creative Content & Digital Innovation)***

Skills

Game Development - Designing, prototyping and building Simulation/Game/App From scratch to final product. This includes: Proficient in rapid prototyping as well as design and developing immersive digital arts.

Technical - Strong understanding of Game/Simulation for PCs, current generation consoles as well as Android and IOS based device.

Knowledge in 3d Modeling (Low/Hi Res), Texturing, And Setting up Lighting & Post-Process in Game Engine.

Software

Experienced: Unity3D, 3ds Max, Photoshop, After Effects

Misc: UDK, Marmoset Engine, Illustrator, Premiere, Cinema 4D, Crazybump

Languages

Persian: Native

English: Professional working proficiency