



Erfan Sheikh

Game Developer |
Technical Artist

My Contact

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🌐 [My Website](#)

Hard Skill

- Technical Artist | 3d Modeling | Shaders
- Unity Development | C# | Python
- Texture Painting | Substance Painter
- Character Rigging and animation
- Tools Programming | Pipeline Management

Soft Skill

- Team Work
- Team Lead
- Flexible
- Problem Solver
- Autonomous

Education Background

- Barajin/Qazvin
Bachelor of Computer Science
Completed in 2017

About Me

A Technical Artist / 3d Generalist with vast GameDev experience in various projects. Experienced Unity3d developer and tech-artist. Creator at heart, Good team player and a self-learner. Very interested in seeing and experiencing new tools and techniques and make beautiful results.

Professional Experience

اردیبهشت استودیو | Ordibehesht Studio
2018 – 2021

Key responsibilities:

- Delivering 3d assets and game assets for casual games.
- Create Shaders and VFX.
- Prepare interns and junior artists to work on projects.
- Create and maintain different pipelines for delivering high quality assets.
- manage a small (5-7) in-house art team.

Joyixir Studio
2021 – 2023

Key responsibilities:

- Game development and technical art.
- Make more than 40 hypercasual games over 2 years.

Pensor Studio
2016 – 2018

- Motion Graphics Artist
- Design 3d ad videos.

Achievements

4Wheelers

Best Multiplayer Game On IMGA