

Hesam Firouznia

Tool Dev/ Rigging / Creature FX (CFX)



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CFX reel:

<https://vimeo.com/367075663> (Password: hesam1981)

Rigging reel:

<https://vimeo.com/386393694> (Password: hesam1981)

Objectives

I've been working in the field of 3D animation as a character TD/general CFX in many movies, commercials and series and feature Animation.

I believe the main reason that makes me so interested in my job is having the chance of facing different and new challenges and having to come up with right solutions through my everyday work.

The other thing that I can mention about myself is my passion of learning and teaching, it makes me so happy and excited, watching others grow and success.

Also I have the experience of teaching and leading the general knowledge of Maya over 10 years, but my specialty is Tool DEV, Rigging and CFX.

Education

Associate's degree in Computer Software Engineering at Iran Industrial Education & Research Center University

Experience

Year	Title	Company	Project name(s)
2007	<ul style="list-style-type: none">• Rigging• Animator	Arya Studio	<ul style="list-style-type: none">• Series "Hely & Koochool",• TV Advertisement for subway
2009	<ul style="list-style-type: none">• Rigging	Raika Tasvire Hamgara	<ul style="list-style-type: none">• Short Film Animation "RP"
2009	<ul style="list-style-type: none">• Animate with Motion Builder	MABNA Studio	<ul style="list-style-type: none">• Series Animation
2010-2014	<ul style="list-style-type: none">• Character TD• Creature FX	Solouk Aflakian	<ul style="list-style-type: none">• Short Film Animation "Flights to infinity"• Short Film Animation "IQ 170",• Short Film Animation "The Man Who Killed himself"• Series Animation "Bina & Dina"
2014-2017	<ul style="list-style-type: none">• Lead Rigging• Lead CFX	Honare Pooya	<ul style="list-style-type: none">• feature films 3d animation "Princess of Rome "• feature films 3d animation "The Elephant King "
2017	<ul style="list-style-type: none">• Character TD• Creature FX	HYH Studio	<ul style="list-style-type: none">• feature films 3d animation "Norooz"
2018	<ul style="list-style-type: none">• Character TD• Tool DEV	Freelance	<ul style="list-style-type: none">• feature films 3d animation "Kabood's Rescue"
2018	<ul style="list-style-type: none">• Character TD	Freelance	<ul style="list-style-type: none">• Short Film Animation : "Mr. indifferente"
2019	<ul style="list-style-type: none">• CFX Artist	MPC	<ul style="list-style-type: none">• X-Men : Dark Phoenix• Maleficent 2: Mistress of Evil• Noel• Dolittle
2020	<ul style="list-style-type: none">• CFX TD	Mikros Animation	<ul style="list-style-type: none">• Paw Patrol
2021	<ul style="list-style-type: none">• Animation TD	Digital Dimension	
2021	<ul style="list-style-type: none">• Technical animation Director	ScanLineVFX	

Interest

I do not run away from problems and I love ***solving the problems***. Especially problem that depends on technical topics in MAYA. And I love working with professional artists that I use and learn from that knowledge and experience.

Skills in Maya

- Character Modeling/hard surface modeling
- Prop Rig/character rig/vehicle rig
- nCloth/Qualoth
- MEL Script/Python
- Debugging

Additional Skills

- General knowledge in Maya
- Team work ability
- Accuracy and discipline
- Familiar with Vellum in Houdini , C# , HTML
- Teaching (in Vimeo I have a few tutorial video about MAYA but in Farsi language)
- After Effects
- Premiere
- Photoshop
- Marvelous designer

Also I have written some useful small tools for Maya:

- T-poser character useful for simulation
- A tool that can gets list of file(s) and runs any script over them. For example gets list of 10 files and open one by one and gets **Playblast** and will be located on hard.
- Handler creator that is attached to mesh vertex selected.
- A **Tool Box** for speed up the rigging.