Azaz Afzal
Unity Game Developer & 3D Animator

• 3 years' experience with C sharp coding with Unity • Experience handling Industry-standard 3D Softwares including Maya and 3DS Max • underdone part-time work & held a position of responsibility whilst studying full-time

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Education

MSc Advanced Multimedia and 3D technologies (2:1) / Brunel University London, United Kingdom

From September 2018 to September 2019

Key modules:

3D Film Design and Production	Multimedia and Interaction Design
Audio Visual Post Production	Dissertation Project (Multimedia)
Multimedia Research Directions	
3D computer graphics and Advanced Animation	

BSc (Hons) Digital Media (2:2) / UWE Bristol Bristol, United Kingdom

From September 2015 to May 2018

Subjects included:

3D Technologies for the Web	Audio-Visual Production
Enterprise	Creative Technology project

BTEC Interactive Media LV 3 (DDM) / Coleg-Gwent Newport, United Kingdom

From September 2013 to June 2015

Technical project work

Mobile application developer / 3D Martial Arts app series N/A

Since January 2020

*Added touch-swipe feature so that users can view the character in different angles
*Learning about SDK and how to export project to mobile device
*Learning about Api Levels and configurations that meet Google play standards

Director & Producer / Dissertation project: Jinnah 3D animated short London, United Kingdom

From June 2019 to September 2019

· This project's main purpose is to promote Pakistani heritage and learning
· Learning all the skills I gained from my previous 3D project while also learning about facial animation, sound design and use of After Effects.

Key animator & Director / Virtua Fighter 3D mocap animation London, United Kingdom

From November 2018 to May 2019

· Learnt software such as Shogun Live, Shogun Post, Motion Builder and Maya to clean recording data of motion capture and correct limbs on Motion builder by keying in the right posture.
·Used Maya to import characters into the scene and learnt how to utilise the visual effects feature of the software such as the smoke effect or glass break effect.

Work experience

Employee / Catapult Staffing Agency Bristol, United Kingdom

Since November 2019

Sales assistant / Vapezone/Carpet Madness (Joint Business) Newport, United Kingdom

From March 2018 to September 2018

· Dealt with customer queries and orders over the telephone and in-person
· Trusted to look after the shop and lockup after my shift

Student Representative / UWE Bristol Bristol, United Kingdom

From October 2015 to February 2017

· Communicated with students and academics at bi-monthly meetings

Skills

*Unity

*Motion Builder

*Maya

*3DS Max

*Shogun Post

*Premiere Pro

*After Effects

*Logic Pro X

Interests

Film making · 3D animation, live-action shorts, sound design, visual effects and cinematography

Martial Arts · Recently and actively trained in Bajiquan (from Hong Kong and the UK)
· Informally learnt Silat
· Green belt in Taekwondo
· Other styles I learnt include Capoeira

Travel

Hong Kong · Research interaction designs aimed at benefitting the daily lives of users as part of Uni volunteer work
· learnt Kung Fu under and became the first western disciple of the Hong Kong Baji association

Germany University trip to web conference

REFERENCES

AVAILABLE ON REQUEST

📷 rashidehzaz

in Azaz Afzal

▶ SONY95 Productions