Muhammad Bin Tahir Mir

Technical Artist

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EDUCATION

CARNEGIE MELLON UNIVERSITY, ENTERTAINMENT TECHNOLOGY CENTER (ETC)

Master of Entertainment Technology
Graduating May '20 | Pittsburgh, USA
Cum. GPA: 3.5 / 4.0

LAHORE UNIVERSITY OF MANAGEMENT SCIENCES (LUMS)

BS in Computer Science
Graduated May '17 | Lahore, Pakistan

COURSEWORK

GRADUATE

Technical Animation
Building Virtual Worlds
Visual Story
Improvisational Acting

UNDERGRADUATE

Computer Graphics
Human Computer Interaction
Topics in Interactive Computing
Software Engineering
Advanced Programming
Computer Vision
Computer Networking

SKILLS

ART & DESIGN

Tools:
• Maya • Photoshop • After Effects
• DAZ3D • Microsoft Office Suite
Crafts:
• Rigging • Animation • Illustration

PROGRAMMING

Languages:
• Python (PyQt, PySide, Maya API)
• HTML • CSS • JavaScript
• C#
Game Engines & Tools:
• Unity • Perforce • Git
Platforms:
• Vive • Oculus • Kinect

EXPERIENCE

INTERN TECHNICAL ANIMATOR | Oxide Games

January 2020 – Ongoing | Timonium, MD
- Building rigging systems and pipeline tools for a new IP AAA title.

INTERN PIPELINE TD | Development Dimensions International

June 2019 – August 2019 | Pittsburgh, USA
- Set up character pipeline for DDI's VR experiences using DAZ3D & Unity.
- Wrote tools for Unity allowing seamless import and setup of character assets.
- Prepared extensive documentation for systems built.

CONTRACT CHARACTER TECHNICAL ARTIST | Project: Stamina

June 2019 – December 2019 | Remote (Part-Time)
- Built an auto-rigger for Maya using Python catering to the project's needs.
- Designed engine-friendly rigging systems.

GAME DEVELOPMENT RESEARCH ASSISTANT | CMU

February 2019 – August 2019 | Pittsburgh, USA
- Helped develop a cross-platform mobile app in Unity (C#) geared towards experientially introducing 'Special Relativity' concepts to children.

TRADITIONAL ANIMATOR | Mano Animation Studios

July 2017 – March 2018 | Karachi, Pakistan
- Animated 12 entire shots (30 seconds worth of traditional animation footage) for Pakistan's first hand-drawn animated feature film, 'The Glassworker'.
- Strongly familiarized myself with entire traditional animation pipeline.

ACADEMIC PROJECTS

CHARACTER TD | TOOL DEVELOPER | Sirena - Animated Short

Semester Project, Spring 2019 (Ongoing) | ETC, Pittsburgh, USA
- Created an expressive facial rig using joint-driven blendshapes.
- Wrote Maya tools to automate monotonous rigging processes.
- Did concept art, storyboards, character design and branding for the project.

3D GENERALIST, GAME DESIGNER | Building Virtual Worlds

Course Projects, Fall 2018 | ETC, Pittsburgh, USA
- Worked in interdisciplinary 5-person teams, rapidly prototyping and developing VR and AR experiences (for the HTC Vive, Oculus Leap Motion, Meta II, CAVE) over 2-week sprints after which teams were shuffled.
- Rigged, animated, modeled and textured multiple characters and environment assets in Maya + Successfully imported these assets for use in Unity.

HONORS

- 2019 - Taught a 2-week crash course in Pakistan introducing high-school and undergraduate students the 3D art pipeline and concepts in visual storytelling.
- 2019 - Awarded the 'Games for Change - Learn to Code' fellowship out of 40+ submissions to design and develop an educational game for 8-16 year olds under mentorship from gaming industry veterans.
- 2018 - Selected as 1 of Young Sustainable Impact's (YSI) 21 global leaders from a pool of 9000+ applicants to design solutions for sustainability related issues.