Muhammad Bin Tahir Mir

Technical Artist

mbintahir.com – mmir@andrew.cmu.edu – 703 705 1628

EDUCATION

CARNEGIE MELLON UNIVERSITY, ENTERTAINMENT TECHNOLOGY CENTER (ETC)

Master of Entertainment Technology
Graduating May '20 | Pittsburgh, USA
Cum. GPA: 3.57 / 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 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 – Ongoing | Remote
- Building an auto-rigger for Maya using Python catering to the project's needs.
- Building several engine-friendly character and facial rigs.

GAME DEVELOPMENT RESEARCH ASSISTANT | CMU

February 2019 – August 2019 | Pittsburgh, USA
- Developed a cross-platform mobile app in Unity (C#) geared towards experientially introducing 'Special Relativity' concepts to children.
- Published app on App Store and Play Store.

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'.
- Put Disney's 12 Principles of Animation into practice. Strongly familiarized myself with entire traditional animation pipeline.

AR DEVELOPMENT RESEARCH INTERN | Koç University

June 2016 – August 2016 | Istanbul, Turkey
- Made use of PyOpenCV, Caffe and the Kinect SDK among other tools to develop a Python desktop application employing a projector and depth-sensing camera to explore possible indoor applications of spatial AR.

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

- 2018 - CMU ETC Festival Poster Design Competition Winner.
- 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.