

Muhammad Bin Tahir Mir

Technical Artist | Character TD
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

SKILLS

ART & DESIGN

Tools:
• Maya • Photoshop • After Effects
Crafts:
• Rigging • Animation • Illustration

PROGRAMMING

Languages:
• Python • PyQt & PySide • PyMel
• HTML • CSS • JavaScript
• C# • C++
Game Engines & Tools:
• Unity • Perforce • Git
Platforms:
• Vive • Oculus • Kinect

EXPERIENCE

GAME DEVELOPMENT RESEARCH ASSISTANT | CMU

Feb 2019 – Ongoing | Pittsburgh, USA
• Developing 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'.
• Put Disney's 12 Principles of Animation into practice. Strongly familiarized myself with entire traditional animation pipeline.

PROGRAMMING 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, 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.

INDEPENDENT STUDIES

3D CHARACTER PIPELINE | Maya - 3D Software - March 2019

• Designed, modeled, UV mapped, rigged, posed and rendered a character for mobile. (CLICK HERE TO SEE)

CHARACTER DESIGN | Photoshop - Art Fundamentals - Jan 2018

• Researched principles of character design for 2d animation.
• Drew several iterations on paper, adjusted according to feedback.
• Drew 360 degree turnarounds for the characters. (CLICK HERE TO SEE)

HONOURS

• 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.