Parisa Arabmoheghi

A **professionally trained Visual** and **CG Artist** with a passion for tackling **artistically** and **technically challenging** projects, who is looking to **actualize skills** in **Lighting** and **Look Dev**.
Works in a **timely manner**, while paying **attention** to **details**, as a result of **experience** in **multiple disciplines**.
Gained **collaborative skills** from **teaching** alongside **volunteering** for **group college projects**,
built up the **confidence** to start a career **working** within a **studio system**.

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Education

Sep 2017 - May 2020
- Advanced Diploma in **Animation** - *Seneca College, Toronto*

July 2016
- Gobelins **Animation International** Certificate - *Gobelins, l'école de l'image, Paris, France*

Jan 2011 - Sep 2015
- BA in **Graphic Design** - *University of Tehran, College of Fine Arts, Iran*

Experience

Dec 2021 - Present
Private Life Drawing and Illustration Tutor, *Toronto*

- Generated a **unique** weekly **syllabus tailored** to the **student** who had **no prior art experience**
- Kept the student **engaged** and **active** through **different stages** of their **learning curve**
- Balanced a **strict approach** towards **visual fundamentals**, meanwhile **encouraged free thinking** in **creativity**

Sep 2019- Apr 2020
Layout Teacher Assistant, *Seneca College, Toronto*

- Drew from prior **graphic design** skill-set, created **custom infographics** for each **assignment**, **reducing redundancy** and **repeating instructions**, establishing a teaching **asset** for the **course**
- Built a **flexible teaching method** using the **1 to 10 scale** asking each individual how **invested** each student is in **layout**, **adapting feedback** towards their **goals**
- Empowered the students to **actualize** their **creative capabilities**, **easing** their **mental load**, facilitating understanding and **completion** of assignments

College projects

2020 - 2020
Kitchen asset project

Tasked with **developing** a **custom shader** for a 14-week project which included **texturing**, **lighting** and **compositing** a final scene.

- Recreated a **stylized Arnold shader** from scratch using **Hypershade** in **Maya**, achieving a **hybrid look** of **2d** and **3d**, using **texture projection**
- Kept the **shader network artist friendly** for the **ease of use** for **team** members, adding **notes specifying** the functionality of **each node**
- Led the team in **lighting** and **compositing**, **capturing** the **visual essence** of the **referenced** movie, in **texturing** and **lightning** stages

2019 – 2019
24-hour Animation Challenge for Students

Completed a **30-second film in 24 hours** on 'family' theme as **Storyboard Artist**, Animator and **Editor**, placing in the 94th percentile; **15th** out of **249 films**

- Worked alongside the **story lead**, created a **storyboard** fitting for the **budget** meanwhile staying **true to their vision**
- Set the **pacing** for the **animators**, and **finalized** the film in **editing**, incorporating everyone's **personal touches** while keeping the **final result** cohesive

Exhibitions

Dec 2017
- **Matn Gallery**, Isfahan, Iran - **"Confrontation"** collected by **Mehrdad Khataei**, **Group painting** exhibition

March 2017
- **Arasbaran Cultural Centre**, Tehran, Iran - **Group painting** and **illustration** exhibition

Sep 2015
- **Tehran Gallery**, Tehran, Iran - **Solo Illustration** exhibition

watch my **Demo Reel**