

Sanam Aftahi

3D Environment Artist

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<https://www.artstation.com/sanamnaz>

512-550-3321

Experienced 3D environment artist, with great passion for modeling content for games. I enjoy working with teams of developers in order to make the most interesting and enjoyable interactive 3D experiences possible.

Skills

- Low and high poly 3D modeling, UV unwrapping, baking and applying procedural maps from created models, PBR material textures, and able to work within poly and texture budgets.
- Build fully immersive 360 3D environments for use in VR experiences.
- Full Unity set up for environments and props
- Able to work from provided references, or create original concept art as needed.
- Advanced ability to create 2D assets, digital paintings, and hand-painted textures.
- Created realistic, fully rendered assets for use in ARKit app.
- Strong foundation in traditional arts including but not limited to: life drawing, color theory, painting, and illustration.
- Extensive production skills, demonstrated through producing numerous media projects.
- Highly organized, excellent time management skills, able to work unsupervised and effective under pressure, punctual, and diligent.
- Experienced with coordinating educational programs demanding excellent leadership.
- Strong communication skills and excellent teamwork skills.
- Developed for multiple platforms including PC, MAC, iOS/Android, VR and AR.
- Languages: English, Farsi

Software

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|----------------------|---------------------|
| • 3D Studio Max | • 3D Coat |
| • Photoshop | • ZBrush |
| • Unity | • Maya |
| • Marvelous Designer | • Substance Painter |

Experience

3D Environment Artist – Kingsisle Entertainment, Austin, TX April 2019 – January 2021

- Creation of 3D environments and props
- Creation of hand-painted texture
- Technical setup in Unity

https://www.youtube.com/watch?v=cmPk7BxZMcs&ab_channel=AGUp

3D Environment Artist – Wimo Game, Austin, TX February 2021 – November 2022

- Creation of 3D environments and props

- Creation of hand-painted texture
- Level design & technical setup in Unity
- Lighting

https://www.youtube.com/watch?v=m8cPmmTyPy4&ab_channel=WimoGames

Contract 3D Artist - SubVRsive, Austin, TX December 2018 – February 2019

- Creating art assets for a VR experience, from initial concept/white boxing to completion.
- Unwrapping, and texturing the assets, using procedural maps and hand-painted textures.

Contract 3D Artist - FarCade, Austin, TX July 2018 – November

- Created in-game maps/levels for multi-platform game, from initial concept/white boxing to completion; Rooster Teeth`s RWBY: Grimm Eclipse!
- Built, texturized, lighted, and decorated natural, terrain based exterior/interior environments.
- Designed props, modeled and textured them, using procedural maps and hand-painted textures.

https://store.steampowered.com/app/418340/RWBY_Grimm_Eclipse/?fbclid=IwAR1QroVmStQ58psKjJaHvhtZZkfbN-CaUnk5MKOHBKHjO2tS29Yy3okRtc

Contract 3D Artist - Chocolate Milk & Donuts, Austin, TX March 2018 – April 2018

- Recreated and retextured realistic, fully rendered assets for use in VR experience.

Contract 3D Artist - Outdoor Voices, Austin, TX January 2018 – February 2018

- Created realistic, fully rendered assets for use in ARKit app.

3D Environment Artist - 'SanPat Factory' - VR Jam 2017, Austin, TX November 2017

- Made all art for two-person VR arcade game in 16 hours (Unity).

<https://www.youtube.com/watch?v=wXc1u9XTxME>

Contract 3D Artist - SubVRsive, Austin, TX August 2017 – October 2017

- Helped and lead in a few projects. Helped create 3d assets and texture work for the Unreal engine pipeline. As well as helping in leading a Unity pipeline project, applied game concepts to create inspired and original environment in Unity, created the entirety of 3D assets and texture work from project beginning to end, as well as light baking in Unity.

Freelance 3D Artist - Moonlit Studios, Austin, TX March 2017 – June 2017

- Designed levels for an unannounced PC game that applied game concepts to create inspired and engaging environment structured for player interactivity.
- Created high-to-low poly assets, baked and applied procedural maps for texture effects, unwrapped UVs, with hand-painted textures.

3D Environment Artist - 'Space Breather' - VR Jam 2016, Austin, TX November 2016

- Created a Space Cabin and variety of assets as part of a six- person team for a real-time 3D adventure VR game, developed in 48 hours.
- Unwrapped UVs and created hand painted textures for all assets and models.

<https://itch.io/jam/vr-austin-jam-2016>

Contract 3D Artist - Meta 3D Studio, Austin, TX May 2016–June 2016

- Crafted hand-painted textures, unwrapped UVs, textured and rendered game assets for an Augmented Reality product.

Freelance 3D Artist - Game worlds, Austin, TX

April 2016–May 2016

- Created low-to-high poly assets for a game that included Normal Maps, UV Unwrapped, as well as hand-painted textures.

Contract 3D Artist - Radioactive Labs Entertainment, Inc.

November 2015 –January 2016

- Created low to high poly assets for a fun beach VR game that included AO and Normal Maps, as well as hand-painted textures.

3D Artist - Capstone Project/Austin Community College

January 2015-August 2015

- Created various assets in 3D, both PBR based and hand-painted.

Additional Experience

Producer - Future Sight Entertainment

April 2016–August 2017

- Co-Producer of "Style Queens" TV series for AMC.
- Co-producer of "Lady Goal" documentary for ESPN. Documentary about Iranian football player Niloufar Ardalan, which aired through Eva Longoria's VERSUS series on ESPNW. <http://www.espn.com/espnw/video/17124272/how-iranian-soccer-star-fought-play-national-team>
- Researched, Product knowledge, scheduling, account payments.
- Translated scripts, supervised the footage cut and subtitle for each cut if needed.
- Prepared event budget, timeline, crew assignment. Arranged and performed interviews.
- Hired, negotiated and coordinated between director, editors and writers.

Education

**Associate of Applied Science in Visual Communication
Game Art Specialization, August 2015**

Austin Community College, GPA: 3.89

Bachelor of Arts in Psychology, August 2008

Bahá'í Institute for Higher Education (BIHE), GPA: 3.5