

SORUSH GHAFFARIAN

LIGHTING/LOOK DEV/MODELING

+1 (929) 353-5464

sorush.ghaffarian@gmail.com

www.sorush.ws

- EXPERIENCE

Laundry Studios

Freelance 3d Shading and Lighting Artist- May 2019

Responsibilities:

Realistic Shading and Lighting (Redshift-C4D)

Codemasters Game Studios

Contract 3d artist - April 2018 - Sept 2018

Responsibilities:

Realistic 3d Modeling and Texturing (3ds Max and Photoshop)

Hatch Studio

Contract 3d artist - May 2017 - Sept 2018

Responsibilities:

Realistic 3d Modeling and Animation (3ds max)

Codemasters Game Studios

3d artist at car team - June 2012 - December 2014

Responsibilities:

Realistic 3d Modeling and Texturing (3ds max and Photoshop)

Game titles: Grid II, F1 2013, Grid Autosport, F1 2014, F1 2015

Basecamp VFX Group

3d modeler and lighting artist - April 2011 - December 2011

Responsibilities:

Realistic 3d Modeling, Lighting and Rendering (Houdini and Mantra)

Freelance Visual Effects Artist

3d modeler, texture and lighting artist - July 2010 - March 2015

- “The New Kind” series, Modeling and texturing - Ronin Film
- “XBOX controller visualization” - The Controller shop LLC
- Realistic airplane 3d visualization - Ata Airline
- Mental Ray video tutorial – Romanian client
- Short video advertising - Saqa

- SKILLS

Primary: Maya, 3ds Max, Zbrush , Arnold, Redshift, Keyshot, Mental Ray, Render Man, Nuke Adobe Photoshop, Substance Painter/Designer

Secondary: Houdini, Cinema 4D, Katana, TopoGun, UVLayout, After Effects, Marvelous Designer

- EDUCATION and CERTIFICATION

Savannah College of Art and Design – Savannah/USA

B.F.A in Visual Effects - (January 2015 - June 2018)

Adobe Certified Associate (ACA) certification

Adobe Certified Associate in Visual Communication Using Adobe Photoshop - 2017

- AWARDS AND ACHIEVEMENTS

- SCAD Honoree Dean Awards (2015-2018)
- CGArena Excellence Awards (2010-2011-2012)
- 3D Total Excellence Awards (2010)
- CGSociety Top Row Award (2010)
- Featured in 3D Export website (2010)
- Featured in 3D Creative Magazine (2010)
- Featured in Digital Brush Magazine (2010)