



Soroush Ghaffarian

(Modeling/Look dev)

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www.soroush.ws

EXPERIENCE

Codemasters Game Studio

3d artist at car team — June 2012 – December 2014

Responsibilities:

- Realistic 3d modeling
- UV mapping and preparing LOD base on the needs of the project

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

Basecamp Group

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

Responsibilities:

- Realistic 3d modeling
- lighting and rendering

Freelance Visual Effects Artist

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

- “XBOX controller visualization” - 3d modeler and texture artist - The Controller shop LLC - USA
- “The New Kind” series, Modeling and texturing - Ronin Film - USA
- Realistic airplane 3d visualization - Ata Airline / Iran
- Video tutorial about Mental Ray in Maya - Romanian client
- Video tutorial about Mental Ray in Maya - Singaporean client
- Short video advertising about mineral water product - Saqa - Iran
- Fully 3d ads billboard - Parnian - Iran
- Interior 3d visualization - Pad Sazeh / Iran

COMPUTER SKILLS

Primary: Maya, 3d studio max, Zbrush, Arnold, Redshift, Mental Ray, Render Man, Adobe Photoshop

Secondary: TopoGun, UVLayout, After Effects, Nuke, Houdini, Marvelous Designer

EDUCATION and CERTIFICATION

Savannah College of Art and Design – Savannah/USA

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

Adobe Certified Associate (ACA) certification

Adobe Certified Associate in Visual Communication Using Adobe Photoshop - 2017

Jafar Sadegh – Tehran/Iran

Diploma of Mathematics and Physics – (2004-2007)

Awards and Achievements

- SCAD Honoree Dean Awards (2015-2017)
- CGArena Excellence Awards (2012-2011-2010)
- 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)