

SOROUSH GHAFFARIAN

LIGHTING/LOOK DEV/MODELING

Phone: +1 (929) 353-5464

Email: contact@soroush.ws

Demo reel: www.soroush.ws

- EXPERIENCE

Codemasters Game Studio

Contract 3d artist — April 2018 – present

Responsibilities:

Realistic 3d modeling and texturing

Hatch Studio

Contract 3d artist — May 2017 – present

Responsibilities:

Realistic 3d modeling

Codemasters Game Studio

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

Responsibilities:

Realistic 3d modeling and texturing

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

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
- Interior 3d visualization - Pad Sazeh

- SKILLS

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

Secondary: Katana, 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)

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 (2015-2018)
- 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)