

Hossein Afzali

CHARACTER & ENVIRONMENT ARTIST

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PERSONAL INFORMATION

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Current Address: Bangkok, Thailand

PROFILE SUMMARY

I am a professional digital artist with 12 years experience in Asia. I specialize in 3D character & environment modeling, digital sculpting, texturing, shading, concept design and digital illustration. I am also very passionate about traditional styles of art including drawing and sculpting as I feel these skills are the fundamentals of any great digital artist. I have also invested time into learning anatomy in great detail to improve the quality and realism in my work.

Throughout my 12 years I have worked in numerous different fields such as commercial, mobile games, AR/VR, animation and architecture. I am a fluent English speaker so will have no problem in communication with your team and have worked in English only speaking environments previously.

SKILLS

- 3D character & environment modeling (Organic / Hard surface)
- Digital sculpting
- Strong eye for details and good understanding of color, composition, light, human anatomy and form
- Texturing, texture painting, shading and delivering high quality renders
- Good understanding of topology and mesh optimization
- 2D concept design
- Drawing, digital painting
- Great communication skills and strong self-motivation
- Making precise documentation for each project that I work on

TECHNICAL TOOLS

- Autodesk 3ds Max (Expert)
- V-Ray (Expert)
- Autodesk Maya (Intermediate)
- Pixologic ZBrush (Expert)
- Adobe Photoshop (Expert)
- Substance Painter (Intermediate)
- Marmoset Toolbag (Professional)
- Keyshot (Professional)
- Topogun (Expert)

HONORS & PUBLISHED ARTICLES

Cover & First Page Artist of 3DWorld Magazine (issue 131)

Published in 3D Artist Magazine (issue 62)

Published in 3Ds Max Bible 2012 and 2014

Published in EXPOSÉ 8 Published in 3D Artist Magazine (issue 15)

Published in Online PixelArts Magazine (issue 22)

Presentation of "[Making of LECTER](#)", Published by 3DTotal.com (2014)

Presentation of "[Making of Ayasha](#)", Published by 3DTotal.com (2011)

Presentation of "[Making of Worker Robot](#)", Published by 3DTotal.com (2011)

EMPLOYMENT HISTORY

Senior Game Artist - [Arkavis Siam Co., Ltd.](#)

Bangkok, Thailand. April 2015 - January 2017, full-time for 1 year, 10 months.

Arkavis is a small mobile game studio based in Bangkok. I was responsible for creating characters, environments and assets for 2 'free to play' titles on both iOS and android.

Gears of Steal: <http://www.arkavis.com/gears-of-steal/>

Key tasks:

As Senior Game Artist, I was responsible for character, environment and asset design. This included 3d modeling, UV mapping, mesh optimization, texture painting, graphic design, writing documentations and working in a close collaboration with the game producer, game developers, other artists and QA.

Characters: I designed the main character (player character), spinner trap character, cannon traps and patrol guard trap.

Environment & Asset: I designed the zone 2 and the UI animated elements.

Graphic Design: I design the UI, the Logo and the app icon.

Please see examples in trailer above.

Zombie Rush: https://www.youtube.com/watch?v=rH_IRkJKVW8

As Senior Game Artist, I was responsible for environment and asset design. This included 3d modeling, UV mapping, mesh optimization, texture painting and working in a close collaboration with the game producer, game developers, other artists and QA. I designed the nature landscape including forest area, mountains, obstacles and all the assets in that environment. Please see examples in trailer above.

Concept Artist - [Loud & CLear](#)

Australia - September 2014 - November 2014, freelance for 3 months.

In this freelance project, I was responsible for designing Outcast and Eventide characters. Please see the design in the following links: [Outcast design](#) - [Eventide characters](#)

Senior Environment Artist - [Pooya Pendar Technical Engineering Company](#)

Isfahan, Iran. June 2010 - March 2013, full-time for 2 years, 10 months.

Working on a 3D Virtual Reality project. We produced a comprehensive 3d virtual tour software for one of UNESCO's World Heritage Sites (Naghsh-e Jahan Square).

Key tasks:

- Supervising 3d artists team output.
- Hard surface modeling including LOD.
- UV mapping & texturing, lighting, rendering and baking.
- Working closely with programmers and stakeholders.

Please see examples and trailer in the following links: [3D Renders](#) - [Trailer](#)

3D Environment Artist - [Booster Enterprises](#)

USA. March 2012 - May 2012, freelance for 3 months.

Designing a 3d cartoon planet for educational purpose called "USA Highway" for Boosterthon Fun Run video intro 2012.

Please see the design in the following link: [USA Highway 3D render](#)

3D Environment Artist - [UnderDogs Animation Studio](#)

Estonia. July 2011 - February 2012, freelance for 8 months.

I involved in a short animation movie called "[Burn to Shine](#)", I was responsible for UV mapping, texturing and shading of two environments and props.

Please see examples in the following links: [Burn to Shine environments and props](#)

3D Visualization Artist / Instructor - Arte Architectural Group

Isfahan, Iran. 2005 - 2010, full-time for 5 years.

3D modeling, texturing and rendering architectural designs as well as instructing 3ds max & V-ray to architecture students.

EDUCATION

Human Anatomy for Artists by Scott Eaton. April - June 2016

Character Design for Video Games, California Institute of the Arts. February - March 2016

Graphic Design Diploma, Shahid Montazeri Art School. 2001 - 2003

AWARDS

3DTotal Excellence Award.

Dope Awards.

CGArena Excellence Award.

V-ray Elite Trophy.