



Reza Niasari

3D Character Artist

Portfolio: <https://RezaNiasari.com/>

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PERSONAL DATA

- My name is Reza Niasari, I'm from Iran, 33 years old and have done associate degree of computer at university in Iran. I have about 12 years experience.

OBJECTIVE

- Work as digital sculptor and organic / Hardsurface modeler in artistic team to create extraordinary products.

SKILLS

- Assets modeling
- 3D character modeling and texturing
- Hi-res character modeling and texturing for game cinematics
- Modeling and texturing for commercials and vfx movies
- Low-res game modeling
- Working with scan data's
- UV mapping
- Normal and displace mapping
- Grooming
- Rigging
- Shading and Lookdev

SOFTWARES

- | | |
|-----------------------|-------------------|
| ○ Autodesk Maya | Autodesk 3ds Max |
| ○ Pixologic ZBrush | Substance Painter |
| ○ Mari | TopoGun |
| ○ UV Layout | XNormal |
| ○ Arnold,Vray | Yeti |
| ○ Adobe After Effects | Adobe Photoshop |

EDUCATION

- Amirkabir University of Computer Engineering, Associate Degree, Iran
2006-2008
- Atatollah Yasrebi Technical School of Computer-Network, Diploma, Iran
2004-2005

EXPERIENCE

Position: 3D Assets Modeler and Texture Artist

DreamWorks Animation: August 2020 – July 2021
Canada (Freelance)

Position: Modeling/Texturing Supervisor

DarkBox Studio: December 2019 – Present
Singapore (Freelance)

Position: 3D Character Artist

Self Employed: June 2018 – November 2019
Iran (Freelance)

Position: 3D Assets Modeler

Sparky Animation: June 2015 - May 2018
Malaysia (Full Time)

Position: 3D Character Artist

3DTotal: January 2015 - March 2015
UK (Freelance)

Position: 3D Assets Modeler and Texture Artist

Pooyanama Animation: December 2012 - December 2014
Iran (Full Time)

Position: Lighting Artist

Hozeh Honari (omid khoshnazar): November 2011 - October 2012
Iran (Full Time)

Position: 3D Assets Modeler and Texture Artist

ArtNoos: April 2010 - April 2011
Iran (Full Time)