Reza Rezaie

Modeling and Surfacing Artist

https://reza-rezaie.com

https://www.linkedin.com/in/reza3d/

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Summary

A motivated and hardworking 3D Modeling Artist with over 10 years of experience in the animation and VFX industry. I have collaborated with various studios on exciting projects, including commercials, short animated films, and two feature-length animated movies.

My primary expertise lies in character and environment modeling, with a strong foundation in digital sculpting. I have also taken on multiple roles, including retopology, scattering (MASH), look development, and set dressing, making me a versatile and adaptable artist. Additionally, I am familiar with Python scripting for pipeline automation and have experience as a Maya instructor in online classes.

I am always eager to take on new challenges and am currently seeking an opportunity to work with a talented team where I can further develop my artistic and technical skills.

Work Experience

Jun 2024 _ Present

- **Modeling & Surfacing Artist – Freelancer**
- Alzahra Studio_ https://alzahravfx.com (Environment Artist)
- Honarpooya studio – (Retopology characters and cloth)

Jan 2023 _ May 2024

- **Modeling & Surfacing Artist**
  Benar Studio
  https://benarstudio.com/

Apr 2022 _ Dec 2022

- **3D modeling artist**
  Freelance

March 2018 _ Mar 2022

- **Lead of character and environment modeling _setdress**
- **Maya Teacher**
  Honarpooya studio
  http://en.honarpooya.ir/

Nov 2017_ Feb 2018

- **Lead of character modeling**
  Lunamax pictures
  http://www.lunamaxpictures.com/

2014 _ 2016

- **Lead character Artist_ environment modeling _ texturing _ setdress**,
  Honarpooya studio
  http://en.honarpooya.ir/

2015

- **Environment Artist (freelance)**
  Badstache animation studio
  http://badstache.com/

Software Skills

3D Software

Autodesk Maya	★★★★☆
Pixologic Zbrush	★★★★★
Arnold Renderer	★★★★☆
Substance Painter	★★★★☆
Marvelous Designer	★★★★☆
Speed Tree	★★★★★
Headus UVLayout	★★★★★

2D Software

The Foundry Nuke	★★★☆☆
Adobe Photoshop	★★★★☆
Adobe Premiere	★★★☆☆

Office Tools

Microsoft Word	★★★★☆
Microsoft Excel	★★★★☆
Microsoft OneNote	★★★★☆

Other Skills

- Experience with high and low poly modeling, sculpting, texturing.
- Good working knowledge of 3D modelling and texturing softwares.
- Ability to create interesting, detailed and visually appealing environments.
- Strong eye for graphics and love of details.
- Familiar in scripting with python.
- Experience in lighting, rendering and compositing with Arnold and Nuke.
- Leadership, Training and Management experience.
- A strong desire to learn and improve skills.
- Self-motivated, independent, and have ability to self-manage and meet deadlines.

Education

Computer Graphic Diploma from Ariya art and culture Institute	**2004_2005**
Bachelor's Degree in Drawing from Tehran University_Art Collage	**2015_2016**

References

Hesam Firouznia	Senior Rigging at ICON Creative Studio. +1(514) 714 1280 Hesam_firooznia@yahoo.com
Abolfazl Movahhedi	Rigging TD at Walt Disney Animation Studio | Animal Logic (Vancouver) movahed4ab@gmail.com