

Pedram Karimfazli

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Character Artist

Nationality: Swedish

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Objective

To secure a position as a digital artist at a company that challenges me and encourages me to grow artistically and professionally.

Education

Bachelors Degree in Digital Animation

Cumbria Institute of the Arts

Work Experience

Criterion Games – Lead Character Artist

2015 – Present

Climax Studios - Character Artist

2013 – 2015

While working on Assassins Creed Chronicles as a Character Artist, my responsibilities included look-development of characters, textures and shaders, researching a scalable solution for cloth and hair that would run on all target platforms, as well as rig development for the player characters. I also had the opportunity to setup the customisable crowd pipeline, allowing for easily customisable male and female NPC crowds. Besides this I had the opportunity to create the majority of the characters and weapons that were not outsourced, from start to the final setup in engine.

In 2013 I also worked on Dead Nation: Apocalypse Edition, which was a port of the original title to PS4. My tasks included looking into ways to improve the overall character quality, as well as recreate the male and female player characters to a more up to date next-gen quality.

2012 - 2013

Lead Character Artist on Legacy of Kain: Dead Sun for Square Enix. While being responsible for all characters in the game, tasks included sculpting, modelling, texturing and rigging, as well as in engine setup of main characters, creatures and bosses as well as management of a 3 man team and outsource studios while maintaining a sound pipeline and workflow through development and maintaining of rigs and documents while ensuring everyone is following a sound practice. I was also responsible for character related r&d to improve the overall character quality, including realtime muscle deformation and dynamic cloth.

2011 - 2012

Lead Character Artist on Bloodforge - An Unreal Engine 3 boxed quality game on XBLA. Responsible for all the character art in the game, taking characters from concept stage to the final in game models. Tasks included sculpting, modelling, texturing, rigging and skinning of characters and other assets, shader creation and other engine related tasks, prototyping and implementing various character related features together with the other disciplines and outsource management.

Monumental Games - Character Artist

January 2009 – March 2011

As only in studio character artist responsible for all stages and tasks related to characters across several projects, including raising overall quality of all previous character art. Also responsible for prototyping and designing future studio-wide character pipeline and technology together with the programming team.

Realtime Worlds - Character Artist

March 2007 – January 2009

Character Artist at Realtime Worlds working on All Points Bulletin (APB), a Next-Gen MMO utilizing a heavy modified Unreal Engine 3. Tasks included prototyping technologies, pipelines and art assets, high poly sculpting, lowpoly modelling, unwrapping, texturemapping and next gen shader creation for various characters and character assets.

Pyro Studios – Senior Character Artist

July 2006 – March 2007

Working as a Senior Character Artist on a Next-Gen IP include tasks such as Highpoly modeling, lowpoly modeling, unwrapping, texture painting, normalmapping, shader setup, rigging as well as pre production tasks such as character related technology R&D and pipeline and tool R&D and documentation together with Tech teams.

Acony Games – 3D Modeler

September 2005 – July 2006

Working as an artist responsible for all stages of the character pipeline for the UnrealEngine3 game Parabellum in development. Tasks included modeling high resolution mesh, low resolution mesh, UVing and generation of needed maps, enveloping and adjusting rigs. Also when needed, assisting the environment team with similar tasks, but applied to static props and environment pieces.

Babyfoot Productions – 3D Modeler

2005 - Freelance

Served as Modeler on a television commercial produced by Babyfoot Productions, for Cadbury Crunchies. Responsibilities included set-piece creation, UVing, as well as coordinating with a team of artists on the production of the commercial's visual assets.

Jellyfish Pictures Ltd. – 3D Generalist

2004

Responsible for modeling, rigging, texturing and lighting of characters, props and sets for an animated show.

RealtimeUK – 3D Generalist

2003

Responsible for modeling, texturing, lighting and rendering interior and exterior architectural visualization marketing posters and animations.

Carlisle Housing Association

2002 – 2003 Freelance

Responsible for all stages in designing and development of a multimedia CD-Rom that would give clients the possibility to take virtual tours of a houses prior to purchase.

Software Knowledge

Maya
3D Studio Max
Softimage XSI
Zbrush
Mudbox
Xnormal
Topogun
Marvelous Designer
Quixel Suit
Substance D/P
Adobe Photoshop
Adobe Premiere
Adobe After Effects

Relevant Skills

High resolution Character & Hard-surface modeling
Low resolution Character & Hard-surface modeling
PBR workflow
UV Mapping
Texture creation
Normalmapping/Multi-pass Next-Gen techniques
Shader creation
Rigging
Lighting
Rendering
Limited mel scripting
R&D experience
In-depth UnrealEngine 3/4 experience
Moderate Unity Experience
Moderate CryEngine experience
3D Scanning and related workflows

Interests

Art Movies Games Music Rock Climbing

Linguistic Skills

Swedish English German Spanish Farsi

References

Available upon request