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BOHLOOL BELARAK - 3D character artist and texture artist

SUMMARY

I'm a passionate 3D character artist and Texture artist with more than 5 years experience in animation and game industry. I'm a responsible individual with the ability to create 3D characters from scratch to completion.

I'm expert in topology and UV unwrap focusing on all technical aspects and considering to have the best topology based on muscle structure, facial expression, rigging limitations to achieve the best result at the end.

I'm also Proficient in learning new tools and keen on discovering new workflows across tools

OBJECTIVE

To be able to work with a professional world-class team and create jaw dropping 3D Characters.

TOOLS

- **Artistic abilities:**
 - **High poly modeling (Advance)** : Zbrush, Mudbox
 - **Texturing (Advance)** : Substance Painter, Mudbox, Mari, Photoshop
 - **Shading, Lighting & Rendering (Fair)** : Maya (Arnold & Redshift) , Marmoset, Keyshot
- **Technical abilities:**
 - **Retopology (Advance)** : Topogun, Maya
 - **Hair grooming (Advanced)** : Xgen
 - **UV unwrap : (Advance)** : Unfold 3D, Maya
 - **Making and simulating cloth (Fair)** : Marvelous designer

SKILLS

- Fast learner
- Highly dependable
- Excellent attention to detail
- Team liaison
- Self-motivated
- Good understanding of both artistic and technical side of the model

WORK HISTORY

- **Foxie Games (An Australian-based company) - Freelance character artist & Texture artist (Sep 2018)**
 - Modeling and texturing 33 lowpoly 3D model for mobile game, I also created 5 hand painted textures and basic rigging for every character.
- **IFA Tasvir Aria - 3D character artist & Texture artist (JUNE 2017 - JUNE 2018)**

“Javanmardan” animated TV series

 - Modeling and texturing characters and props for an animated TV series rendered in Unreal Engine 4.
 - Close collaboration with Art director, Concept art team, rigging team, Shader artists, Level designers, Physic & Dynamic team, the Lighting artist, Director and ensuring everything goes in the right direction.
- **Simulator Developer Co, 3D character artist & Texture artist (AUGUST 2016 - MARCH 2017)**

“Rastak” strategy mobile game

I had an opportunity to work as a character and texture artist in Simulator Developer Co.

 - Low Poly modeling and texturing
- **Ladybird Entertainment Co, Texture artist (DECEMBER 2014 - JANUARY 2015)**

It was a shot animation reel called Bevizha and my responsibility was unwrap and texturing objects and environment inside Mudbox and Photoshop.
- **Ladybird Entertainment Co, Background artist (APRIL 2014 - OCTOBER 2014)**

In this position, I had to analyze the story in different aspects like time of the day, weather situation.... finally, I had to paint the backgrounds in the right camera angle for every single plan.

<http://zdf-enterprises.de/en/catalogue/international/zdfejunior/animation/four-and-a-halffriends>

<https://www.youtube.com/channel/UCtas94-6L6BHsX5kmWhwYqQ>
- **Ladybird Entertainment Co, Texture artist (MARCH 2014 - APRIL 2014)**

My responsibility was Unwrapping assets and environment props and painting the textures inside Autodesk mudbox.

<http://ladybirdco.com/services-in.php?p=3>

AWARDS AND ACHIVEMENT

My artwork “Elrend” has been featured in several famous websites and groups Like Artstation, 3D total, cg3dankfun (Instagram), cgipopulation (Instagram)

_EDUCATION

2007 - 2012 | *Computer software engineering*

Shiraz Bahonar university

2013 | *2D & 3D Game Art*

Iran game development institute Tehran