



Bahar 'Jinx' Dashti

3D Artist

As a 3D generalist who is fuelled by the fascination of bringing stories, places and characters to life in 3D, I relish the opportunity to entertain or to inspire thought and awareness by resonating matters through this medium. I enjoy working independently and in a team, helping others however possible and growing together as artists.

Key Skills

Character & Prop Modelling • Texturing • Shaders • Concept Art

Software

Maya • Arnold • Zbrush • Mari • Photoshop • Unreal Engine • Substance Painter • Premiere • Marmoset

Experience

Runner at Framestore (November 2018-March 2019)

Forever Yours – 3D short film

Responsible roles: Character Artist • Concept Artist • Environment and Prop Artist • Geometry clean-up • Rendering • Project Planner

I'm Fine – 3D short film

Responsible roles: Character Artist • Concept Artist • Prop Artist • Storyboard Artist

Graphic Design department at IPH Print Industries

Achievements

Selected for showcasing at the University of Hertfordshire's Animation Exposé with *Forever Yours*

Creative writing: Rupert Brooke 2nd place Senior award • 1st place Junior award • Published in Young Writers' poetry selection

Education

University of Hertfordshire (2015-2018)

BA (Hons) 3D Computer Animation and Modelling: First Class Honours

Rugby High School (2008-2015)

A Levels: Art: A* • Philosophy: A • Latin: A • Extend Project Qualification: A*

GCSEs: 8 A* • 2 A

Fluent Languages

English

Persian

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