

RYAN A. TABATABAI

(210) 325-4177

Sirtabatabai1@gmail.com

<https://www.sirtabatabai.com>

<https://www.linkedin.com/in/ryan-tabatabai-4848bb120/>

SUMMARY OF SKILLS:

- Maya, 3ds Max, ZBrush, Photoshop, Unreal Engine 4, Substance Painter 2, Substance Designer, 3D Coat, Adobe Premiere, Unity, Perforce, Plastic SCM, and Plastic Gluon.
- 4+ years Exp: 3D modeling/sculpting, optimization of models for game engines, UV mapping, rigging, animation, texturing, texture creation, high poly to low poly baking, texturing, material optimization, lighting, rendering, and re-topology.
- Experienced in Project Management, Social Media, Public Relations, Blueprinting, Business Development and Unreal Cascade Particle Systems.
- Hardware-Built PC's from scratch to include optimizing systems for high-end gaming.
- Proficient in Microsoft Office, iMovie, and Adobe Audition.

EDUCATION:

Bachelor of Fine Arts in Video Game Art and Design

The Art Institute of San Antonio December 2018

EXPERIENCE:

3D Artist Intern –Booze Allen Hamilton – San Antonio, Texas September 2018 – December 2018

- Worked independently while part of a team consistently performing the following tasks:
- Created, textured, and rigged game ready assets for Virtual Reality and Augmented Reality scenes.
- Provided support to the team with texture creation, texture correction, and debugging in Unity Scenes.
- Participated actively in team meetings covering requisitions, status, and other project management issues.

CEO – No Hope Studios – San Antonio, Texas September 2017 – Present

- Create game ready assets for other studios and manage contracts while supervising a team of five.
- Create assets for 3D/2D UI elements, environment, props, character design, and sound design.
- Perform blueprinting in UE4.
- Manage all departments in the studio (Art, Story Development, Game Development, Business & Finance)
- Perform all Public Relations: Social Media, Conventions (Pax South), Active in SA Gaming Society.

3D Modeling Generalist – Husky Tiger – San Antonio, Texas April 2018 – August 2018

- Created prop concepts for use in character scenes utilizing: High & Low Resolution, UV Mapping, Texture creation, Scene creation & character rigging/posing for renderings, baking, and some animation.

IT assistant – EDMC – San Antonio, Texas March 2017 – September 2018

- Performed system administrative duties on the school equipment to keep hardware and software up to date post re-imaging.
- Troubleshooted and completed diagnostics of equipment hardware/software.
- Networking duties included add/delete computers to domain, troubleshoot issues including but not limited to 3DMax, ZBrush, UE4, and Photoshop.