

Experience

The Mill, Chicago

CG Artist Sept 2015 - Present

- Modeled and textured characters, products, and environment assets for production use
- Worked on projects for clients such as Chevrolet, GMC, Volkswagen, Virgin, IBM, Nike etc
- Conceptualized assets in ZBrush for clients' approval and pitch
- Learned Substance painter for PBR texture pipeline
- Assembled cars from industrial CAD models for VFX pipeline
- Photoscanned products to build accurate models

X60 CGI, Dubai, UAE

Freelance 3D Artist Apr, 2015

- Polymodeled a detail ship from CAD drawings
- UVed and textured the ship

Design Reactor, Campbell, CA

Freelance Texture Artist Feb-Mar, 2015

- Painted semi-realistic texture on a stylized female character

Savannah Collage of Art and Design, Savannah, GA

Graduate Teaching Intern Sept-Nov, 2014

- Intro to ZBrush class with Prof. Insun Kwon
- Assisting students with understanding human anatomy and forms

Skills

ZBrush Maya 3DS Max Mari Substance Painter Vray Arnold Unreal Engine
Speedtree

Education

Savannah College of Art and Design, Savannah, GA.

Master of Fine Arts, Animation Nov, 2014

Courses of Study included:

3D Color, Lighting and Rendering, Creature Look Dev, Digital Sculpting
for Games, Constructive Human Anatomy, Conceptual Maquette Design.

Bangladesh University of Engineering and Technology, Dhaka.

Bachelor of Architecture May, 2011

Courses of Study included:

Sculpting, Photography, Architectural visualization.

Awards

CG Student Award 2015

Bootcamp winner July, 2015

Savannah Collage of Art and Design, Honors Graduate Scholarship

For outstanding Portfolio Jan, 2012