

Majid Saberi

3D Artist/ Digital Sculptor

URL: <http://solin3d.com>

E-mail: solin3d@gmail.com

Skype: solin3d

Summary

I have been in CG Industry professionally since 2006. I Concentrate to 3D Modeling, Digital Sculpting, Texturing, Lighting and Rendering.

I have passion to do the best artistry and technically in my career and I'm self motivated about that.

Skills

- 3D Modeling [Translate Concepts and reference into 3D models,high-poly and low-poly]
- Texturing,Unwrap UVW mapping
- Lighting and Rendering
- Digital Sculpting
- Drawing and Photography [Intermediate]

Technical Soft wares

- 3ds Max
- Maya
- Zbrush
- Photoshop
- Substance Painter
- Marmoset Toolbag
- Arnold
- Keyshot
- Vray

WORKING & EXPERIENCE

Metamosaic Company_Malaysia

3D Artist

9 Jan 2018_ Present

Modeling High poly_Low poly Environments, props and UV Unwrapping for Animation and 3D Virtual tour. Lighting And Rendering Animations and Still Images.



CKGraphic Company_Malaysia

3D Environment Artist

16 Jan 2015_ 5 Jan 2018

Modeling and Texturing 3d environment and props for animation and 3D Virtual tour, Lighting and Rendering.



SHAHRYAR GraphicCompany_Iran
3D Modeler



23 Aug 2014_ 22 Nov 2014

Cooperation with SHAHRYAR Graphic Company for Mobarakeh Steel Complex Of Isfahan_Iran, Modeling Highpoly and create Materials of goods such as steel, Iron,etc.

Pooya Pendar Technical Engineering Company_Iran
3D Environment Artist



18 Oct 2010_ 29 Dec 2012

Modeling and UV Unwrap Texturing of Ali Qapu, Keisaria Gate in Naghsh_E_Jahan Isfahan_Iran Internal and External for Manufacturing and Simulation Virtual 3D Tour.

Nama Barzan Sepahan Architecture & Urban Designer Consultants_Iran
3D Artist



22 Sept 2008 _ 10 Sept 2010

2 Feb 2013_ 10 Jan 2015

Visualization of architecture model.

Education

HatefPer-University_Art_Isfahan-Iran	10 Oct 2004_ 10 Jun 2005
Montazeri Art School_Graphic_Isfahan-Iran	10 Oct 2001_ 10 Sept 2003
General Education_Isfahan-Iran	10 Oct 1991_ 10 Jun 2001

Language

Persian (Native)
English