

Jaffar A Environment & Prop Artist

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Profile

As a 3D Artist, I have been learning to craft environments and props. Having navigated various projects and challenges, I am now looking to contribute to a professional pipeline and reach visual targets with a team of artists and level designers. I look forward to sharpening my skills, adding my personal mark, and improving the final delivery using my expertise in the realm of 3D and VFX.

Education

3D Modeling Animation & Design, Diploma

July/2019 – June/2021

Visual College of Art & Design (VCAD), Calgary, AB

- Color theory and design principles, composition, figure drawing and anatomy
- Compositing scenes inside Nuke and After Effects. Worked with render layers, AOVs and passes.
- Received mentorship from industry professionals on delivery and work standards.
- Scripted for Maya using Python, created UI elements, and developed simulators.
- Applied animation principles to breathe life into characters, developed storyboards and created set lighting and texturing multiple scenes to achieve realism using the PBR workflow

Experience

3D Environment Artist | IMU Studios - Remote

Aug/2021 - Feb/2022

- Transformed concept art into over 50 in-game assets, precisely adjusting their scale, textures and texel density
- Designed and constructed a modular asset framework, reducing asset creation time and enabling reuse across 15 different game levels
- Produced optimized textures and trim sheets, decreasing rendering times and improving game performance without compromising visual quality.
- Provided valuable input to enhance projects and actively engaged in weekly team feedback sessions
- Juggle assets between different artists and tweak them to fit within a budget.

Software

- Maya
- Zbrush
- Blender
- Substance Painter
- Unreal Engine
- Photoshop
- After Effects
- Arnold
- Substance Designer
- World Machine
- Davinci Resolve
- Marvelous Designer

Skills

- Composing and lighting
- Procedural texturing
- UDIMs and Trim sheets
- High to low poly baking
- Vertex painting
- Anatomy & Sculpting
- Shot Finalizing & Compositing
- Strong color theory
- Scripting (Python)
- Rigging and Animation
- High and Low poly modeling
- Procedural textures in Designer