





Mohsen Esfandiar

3D Artist, Modeler, Specialist, Generalist, Level Designer

• Contact

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• Websites, Portfolios, Profiles

- <https://esfandiar.net/>
- https://www.artstation.com/mohsen_esfandiar
- <https://www.youtube.com/@mohsenesfandiyar7786>
- https://www.instagram.com/mohsen_esfandiyar/

• Skills

Texturing

Hard Surface Modeling

Low poly Modeling

Organic Modeling

Photogrammetry

Retopology

I am a highly skilled 3D modeler with extensive experience in Maya for hard surface modeling, ZBrush for organic modeling, Marvelous Designer for creating 3D cloth, and Substance Painter for texturing. Additionally, I have proficiency in using Marmoset Toolbag for baking

textures and rendering, as well as Unreal Engine for level designing and creating environments.

Throughout my career, I've created 3D models, props, and scenes for games, optimized for various platforms. I am passionate about 3D modeling and game development, always seeking opportunities

to learn and improve my skills.

You can find more details about my

experience and projects on my personal website:

<https://esfandiar.net/>

Feel free to contact me for collaboration or further inquiries.

• Work History

2023-06 -
2024-03

3D Generalist

DIVERGE, Remote

- At Diverge, I spearheaded creation of lifelike characters based on 3D scans, ensuring full compatibility with UE5's MetaHuman system. Additionally, I excelled in designing outfits, grooming characters, and crafting scenes for cinematic rendering

2023-02 -
2023-06

3D Designer, Level Designer

Inoland Studio, Remote

- During my tenure at Inoland Studio, I held a diverse role as a 3D Artist, Level Designer, and 3D Generalist. I contributed to various projects, including creating assets and 3D scenes for the Unreal

Analytical Thinking

Analytical Skills

Adaptability

Multitasking

• **Software**

Autodesk Maya



Substance Painter



Zbrush



Marvelous Designer



Photoshop



Marmoset Toolbag



Unreal Engine 5



After Effect



Reality Capture



2021-10 -
2023-01

Engine Marketplace and working on the IBG2 game. As a 3D Artist, I used Maya, Substance Painter, and ZBrush to create game-ready assets. I also designed levels in Unreal Engine 5, creating multiple levels from scratch and implementing particles and post-processing effects. I developed modular assets and blueprints to streamline the level designing process. Throughout my time, I focused on delivering high-quality assets and engaging level designs while optimizing scenes for performance across platforms.

3D Designer, Level Designer

Kalao, Remote

- At Kalao, I played a crucial role as a Level Designer and 3D Artist for a Metaverse project focused on showcasing NFTs in customizable galleries. I designed environments from initial sketches to final scenes using Unreal Engine 5, covering 3D modeling, texturing, level design, and optimization. I also crafted a character for the project, translating concepts into a fully realized character to enhance the immersive experience. Collaborating closely with the team, I ensured optimized performance and maintained high-quality standards throughout the project. My experience at Kalao strengthened my skills in level design, optimization, and character creation for immersive Metaverse environments.

2019-07 -
2021-09

3D Designer, Level Designer

Incytel Games, Tehran, Iran (Remote)

- At Incytel, I served as a 3D Artist for a mobile game, focusing on creating engaging environments and characters. Despite the absence of a concept artist, I combined my own ideas with existing

concepts to ensure unique and appealing designs. Balancing visual appeal with the game's objectives was challenging yet rewarding. Collaborating closely with the development team, I successfully brought these designs to life, contributing to the game's success. This experience enhanced my ability to adapt, think creatively, and collaborate effectively in a dynamic environment. If you want to know more about my experience or discuss potential collaborations, feel free to connect with me.

2018-07 -
2019-06

3D Designer, Level Designer

SiMedix, Tehran, Iran

- At Simedix, I worked as a 3D Designer, focusing on creating objects and assets for the Unreal Game Engine. I developed strong level design skills, working on environments in various art styles such as stylized and realistic. Using Maya for 3D modeling and Substance Painter for texturing, I created visually appealing and detailed models with high-quality finishes. One standout project involved creating emojis for children, sparking my interest in stylized art styles. Throughout my time at Simedix, I demonstrated dedication to delivering top-notch designs and collaborated effectively with the team. I thrived in the dynamic environment, continually pushing my skills and exploring new techniques. If you're interested in my work at Simedix or potential opportunities, please reach out.

• Education

2017-07

Bachelor of Science: Computer Engineering

Oloom Fonoon - Babol, Iran

• Interests

Video Game / Movie / Traveling