

Hamid Zafar
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<https://www.artstation.com/artist/hamidzafar90>

Education: AEC - 3D Animation & Special Effects - Institut Grasset 2008-2010

Technical Skill set: Autodesk 3DS Max (Self-Taught)
Autodesk Maya
Autodesk Mudbox
Adobe Photoshop
Zbrush (Self-Taught)
Substance Painter (Self-Taught)

Personal Skill Set: Ambitious
Professional
Hard-Worker
Quick learner
Always looking to improve myself

Work Experience: Warehouse Logistic Worker - Groupe Lafrance 2010-2011
Working as Logistics in a warehouse taught me:
- To work under-pressure
- To work in a team
- To work in harsh environments (high temperature, heavy box lifting)
- The ability to keep up to speed in a fast paced work environment

Dev-Tester - Ubisoft Montreal 2011-2017
Working as a Dev-Tester for Ubisoft taught me:
- The process of a video game development
- Learning the tools required in the making of a video game
- How to improve myself socially
- Time management

Technical Support Specialist - Ubisoft Montreal 2017-Current
Working as a Tech Support Specialist in Ubisoft taught me:
- How to deal with people
- Keep myself updated tech-wise
- Problem solving skills