

# Marjan Mahdjoubi

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www.MarjanMahdjoubi.com

## WORK EXPERIENCE:

<b>Ready At Dawn</b> Environment/Prop Artist	May 2016 - Current
<b>Carbine Studios</b> Contract 3D Artist	November 2015 - May 2016
<b>FireForge</b> Associate 3D Artist	March 2014 - November 2015
<b>Aaron Sims Company</b> 3D Artist	February 2013 - March 2014
<b>Snoot FX</b> Freelance Texture Artist	October 2012 - December 2012
<b>Containmentfield</b> Modeling Texturing Lighting Artist	June 2012 - September 2012
<b>Hot Buttered Elves</b> Modeling + Sculpting Artist	June 2012 - September 2012

## EDUCATION:

<b>Gnomon School of Visual Effects, Los Angeles, CA</b> 2012 Certificate of Digital Production for Entertainment: 3D Modeling/Texturing	September 2010 - September
<b>University of Nicosia, Nicosia, Cyprus</b> BFA in Applied Multimedia (Summa Cum Laude)	October 2007 – June 2010
<b>Frederick University, Limassol, Cyprus</b> Graphic Design	October 2006 – June 2007
<b>Mila D'Opiz International Make-over Diploma</b>	January 2006 - April 2006

## AWARDS/ACCOMPLISHMENTS:

- Best Graduating Student of 2010 - University of Nicosia
- Best Graduate in BA Applied Multimedia – University Of Nicosia

## SOFTWARE:

Autodesk Maya, Softimage, Zbrush, Mudbox, Substance Painter, Bodypaint/Maxon Cinema 4D, 3D Coat, The Foundry Nuke, Adobe After Effects, Adobe Photoshop, Unreal, Marmoset Toolbag, Headus UVLayout, xNormal, Quixel nDo2, Crazybump, 3ds Max, Adobe Flash CS5, Mental ray, V-Ray

## QUALIFICATIONS:

- Creation of digital assets for games, broadcast or film
- Concentration in modeling and texturing
- Knowledge of lighting with Mental ray and V-Ray and Unreal
- Traditional sculpting experience