

# SHARIQ ALTAF

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## SUMMARY

I am a 3D Artist specialising in creating believable organic and hard surface assets. My experience in Modelling, Texturing and Look Development allows me to carry an asset from the early stages of development to final delivery. My assets are pipe-friendly and suitable for deformation and animation. I also have experience in Data Acquisition and Lighting and this knowledge allows me to have a better appreciation of the VFX pipeline, and how my role fits within the larger VFX framework.

## EXPERIENCE

### DNEG (Double Negative), July 2018 – Present, Build TD

At DNEG, I was tasked with creating a wide selection of crowd assets, including costumes and props for the upcoming show Greyhound. I was also a key member of the team to help build hero costumes for multiple assets on Wonder Woman 1984.

I also worked on an internal project where I acted as a key artist to model, texture and develop the look of a werewolf asset.

## EDUCATION

### DNEG Graduate Training Programme (June to July 2018)

I was selected to participate in the DNEG Graduate Training Programme in 2018. This programme allowed me to get a wide understanding of the VFX pipelines. It also gave me the opportunity to learn new skills, such as: HDRI capture, lidar scanning, shooting textures and photogrammetry. We also worked on 2 internal projects (a hard surface and an organic modelling project). I acted as a modeller on the hard surface project, and digital sculptor for the organic project.

### Ravensbourne - BA (Hons) Animation (2014 – 2017)

## SOFTWARE PROFICIENCY

Maya

ZBrush

Mari & Nuke

Substance Painter & Designer

Photoshop

V-Ray

Arnold

Clarisse

## REFERENCE

Jahirul Amin – VFX Trainer at DNEG

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Juanma Ortiz – Build TD / Generalist TD at DNEG

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