



MOHSEN GHAFARI

E N V I R O N M E N T A R T I S T

Skills In 3D

- Environment Design
- 3D Modeling
- 3D lighting
- Game Prop Modeling
- PBR Texturing
- Modular Assets for Games

Softwares

- Unreal Engine
- Maya
- 3ds Max
- Zbrush
- Substance Painter
- World Machine
- Photoshop

CONTACT ME

📍 San Francisco, CA

🌐 www.mohsenghafari.art

📞 (415) 941-8433

✉ mhs.vision@gmail.com

🔗 <https://www.artstation.com/mohsenghafari>

ABOUT ME

I'm very passionate in Designing 3D Environment Art for Games. I bring 'Environment Art' experience in the field by developing art and assets for both architecture and organic environments. I have hands-on experience in using Maya and 3ds Max for modeling, Zbrush for sculpting, and substance painter for texturing plus unreal engine for lighting, rendering, and post-production. I also am capable of making modular assets for a bigger environment and using trim sheets and unique textures to make a wide variety of assets for games.

WORKING EXPERIENCE

FREELANCE ENVIRONMENT ARTIST

2015-Current

SAN FRANCISCO

- Designing 3D concept and making 3D assets for Game Engine Like Unreal Engine
- Preparing the High Poly and Low Poly models in Maya, 3ds Max and Zbrush
- Painting and Designing High-resolution textures in Photoshop and Substance painter
- Importing Game assets in Game Engine and Setup a fully rendered game ready scene
- 3D Lighting and rendering in real-time in Game Engine Like Unreal Engine

EDUCATION

ACADEMY OF ART | ENVIRONMENT ART, MFA

2015-2018

SAN FRANCISCO

Master of Fine Arts in Game Development
Environment Art and Design as a Major
Completed in May 2018
San Francisco, CA