

AUNMAR MOHAMMED

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PROFESSIONAL PORTFOLIO: <http://www.onmars3d.com/>

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CREDENTIALS

Experienced 3D Artist and Supervisor with over 10 years of experience in creating realistic CGI and Real-Time 3D projects.

PROFESSIONAL EXPERIENCE

CG Supervisor

July 2015 – Present

Texel Logic, Dearborn, MI

- Strong leadership abilities with a desire to confidently lead, motivate, develop and supervise a team
 - Provide clear direction to all departments, set clear objectives and monitor the process, progress and results
 - Communicate and liaise with department leads to arrive at efficient, cost-effective solutions best suited for the project
 - Work with the director and producer to help define and refine the creative requirements of projects so they can be technically achieved within budget
 - Filter diverse feedback from both client and project director to members of the team
- Proactively investigate and implement technology, tools and methods appropriate to the art direction of the product
 - Meet with Technical Artists and Developers on a regular basis to identify inefficiencies or technical problems with the toolset and pipeline, and put in place a plan-of-action to resolve such issues
- Train the team members and review their work, ensuring high standard results
 - Educate artists on how to work with the real-time and pre-rendered pipeline, processes and tools
 - Attend daily sessions with the team to give feedback/approvals
- Work with Creative Resources to define recruiting goals to achieve the appropriate balance of qualified artists
 - Liaison where necessary with clients and third-party contractors
- Successfully launch and maintain releases of consumer facing applications
 - Ford Truth About Trucks (TAT) Kiosk – 2017 Major Update
 - Lincoln Experience Center – Launched Summer 2016
 - 2016 F-150 Pro Trailer Backup Assist Interactive Exhibit – 2016 NAIAS
 - 2017 Ford Safety Technologies Kiosk – 2017 NAIAS

Lead 3D Modeler

October 2011 – July 2015

3DExcite, Inc., Royal Oak, MI

- Leads a team of Modelers to create assets that are used for high-end rendering and realtime visualization for marketing and advertising
- Redefined RTT's modeling pipeline which lead to a 40% efficiency when turning around models to other departments
- Acts as a pseudo-project manager when working on projects
 - Client facing and communicating with clients regularly
 - Produces schedules/timelines, estimates, and proposals for new projects
 - Regularly delegates modeling tasks to 5-8 modelers
- In charge of interviewing, hiring, and training prospective modelers
- Responsible for developing the modeling pipeline for creating lifestyle assets

- Increased revenue for RTT into 6-figure amounts
- Spear-headed the effort for creating rendering and marketing assets for Kia
 - Lead to repeat multi-million dollar contracts
 - Lead the modeling and unwrapping of an entire vehicle in only 2 weeks
 - Timeline allowed RTT to create rendered assets for Kia's newly released vehicle at the time, the 2014 Kia Cadenza
- Works closely with many footwear apparel companies to create 3D models for visualization and 3D printing
 - Defined a pipeline that would take a highly visualized model and create a full scale 3D printed model with colored textures
 - This pipeline was used for rapid prototyping many different shoe designs

3D Artist (Contract)

November 2010 – October 2011

Raytheon, Troy, MI

- Created 3D automotive, military, medical, and aerospace simulations and animations
- Created highly accurate and detailed 3D models of technical and non-technical components, systems, and environments from scratch or with limited resources
- Modeled, rigged, and animated life-like character and mechanical objects for use in curriculum courses to teach students, teachers, and specialists within the field

Lead 3D Artist

February 2009 – February 2011

Mechanical Simulation Corporation, Ann Arbor, MI

- Used 3DS Max, Zbrush, and Photoshop to be used with low polygon models in a real time simulator
- Increased library of 3D models by 50 percent in the company's software: CarSim, TruckSim, and BikeSim
- Created a professional training guide for automotive companies including Ford, GM, and Toyota

Advanced 3D Instructor

Eastern Michigan University, Ypsilanti, MI

August 2012 – Present

Washtenaw Community College, Ypsilanti, MI

January 2017 – Present

International Academy of Design and Technology, Troy, MI

August 2011 – November 2013

Baker College, Clinton-Township, MI

March 2011 – June 2011

- Teaches students in the following courses:
 - Advanced Character Creation in 3DS Max, Maya, Zbrush, and Substance Painter
 - Principles of Animation and Character Animation in 3DS Max and Maya
 - Physics and VFX using 3DS Max (MassFX and FumeFX) and Maya (Bullet, nDynamics, and Bifrost)
 - Advanced Rendering, Lighting, and Compositing using V-Ray and After Effects

EXPERTISE

Software

- 3ds Max/Maya
- Zbrush/Mudbox
- Substance Painter/Designer
- Photoshop/After Effects
- V-Ray/iRay/Mental Ray/Arnold
- Keyshot
- Unity/Unreal Engine
- Github/Bitbucket
- Jira/Atlassian

Skills

- Create low poly/optimized assets for real-time
- Create highly detailed assets for prerendered CG
- 3D Environment Creation
- 3D Automotive Creation
- Lifestyle/retail Creation
- Agile/Scrum Workflow
- Project Management

EDUCATION

Master of Science, Technology Management

April 2012

Eastern Michigan University, Ypsilanti, MI

GPA 4.0/4.0

- Concentration in Simulation, Animation, and Gaming Management
- Teaches advanced courses in 3DS Max and Maya

Bachelor of Science, Simulation, Animation, and Game Design

April 2010

Eastern Michigan University, Ypsilanti, MI

GPA 3.4/4.0

- Awarded the Most Outstanding Student in the S.A.G. degree program 2009-2010
- Project Leader for simulation project present at the 2010 Undergraduate Symposium recreating a drunk driving accident using dynamics
- Dean's List winter 2009, fall 2009, and winter 2010