



# Ali Daneshgar

## Sr. 3D Character Artist- Look Dev

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| <http://Ali3D.art> |

### Notable TV Shows

- The Flash • The Walking Dead • Super Girl •
- Doom Patrol • Arrow • Black Lightning • Titans •
- DC's Legend of Tomorrow • Crazy Ex Girlfriend • Mcgyver • Batwoman •

### Work Experience

- **Senior Lead 3D Creature Artist, Look Dev.** Mar 2023 - Apr 2023  
@ **Logan** - Visual effects company
- **Senior Lead 3D Character Artist, Look Dev.** Nov 2020 - Feb 2023  
@ **Encore VFX** - Visual effects company
- **Senior 3D Character Artist, Look Dev.** Sep 2018 - Dec 2019  
@ **Picture Shop Post** - Visual effects company
- **Senior 3D Character Artist, Look Dev.** Jan 2017 - Aug 2018  
@ **Encore VFX** - Visual effects company
- **Lead 3D Artist** May 2011 - July 2013  
@ **Officina Leonardo** - Architecture & Design Studio
- **Lead 3D Artist** Aug 2009 - July 2010  
@ **Bavar Novin Co.** - Interior & Exterior Design Company
- **Lead 3D Artist** Aug 2008 - June 2009  
@ **Delta Architecture Company**

### Education

- **BFA in Visual Effects** Sep 2013 - Nov 2016  
@ Savannah College of Art and Design (SCAD)
- **Industrial Design** 2010-2013  
@ Sapienza University of Rome, Italy  
(Completed 90 credits towards a Bachelor's Degree)

### Filmography

[https://www.imdb.com/name/nm7644790/?ref\\_=fn\\_al\\_nm\\_1](https://www.imdb.com/name/nm7644790/?ref_=fn_al_nm_1)

### Publications

- Interview with 3Dtotal.com  
<https://3dtotal.com/news/interviews/ali-daneshgar-lead-3d-character-artist-interview>
- Character Tutorial  
<https://3dtotal.com/tutorials/t/sculpt-light-and-compose-a-stylized-dragon>
- Munchasaurus Rex featured on 3D Total Instagram  
<https://www.instagram.com/p/B9CadV1gPh5/>
- Realistic Wolf featured on Foundry's Instagram (Developer of Mari) for excellence in texturing using Mari  
<https://www.instagram.com/p/CFY7ITnnggN/>
- Munchasaurus Rex featured on Foundry's Instagram (Developer of Mari)  
[https://www.instagram.com/p/CEv\\_e7InULL/](https://www.instagram.com/p/CEv_e7InULL/)

### CG Skills

- Organic and hard surface modeling
- Blendshapes & FACS
- Making textures out of photos
- Painting Texture
- Making PBR Materials
- Lighting
- Realistic rendering & Multi-pass rendering
- Rigging using 3ds Max
- Programming with Python

### Software

- 3ds max
- Maya
- Zbrush
- Marvelous Designer
- Ornatix
- XGen
- Redshift
- Vray
- Arnold
- Renderman
- Mental Ray
- Mari
- Substance Painter
- Mudbox
- Wrap3D
- Houdini
- Unreal Engine
- Headus UVLayout
- Shotgun
- Nuke

### Art Related skills

- Sculpting with clay & wood
- 3D Printing & Painting w/ airbrush
- Photography
- Drone Pilot
- Knowledge of human anatomy
- Drawing proficiency