



# Ali Daneshgar

## 3D Character Artist, CG Generalist

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| <http://Ali3D.ir> |

### Work Experience

**3D Character Artist, Look Dev. CG Generalist** Jan 2017 - Present

- **Encore VFX** - Visual effects company

**3D Artist, Walkthrough Animator** May 2011 - July 2013

- **Officina Leonardo** - Architecture & Design Studio

**3D Artist, Photographer** Aug 2009 - July 2010

- **Bavar Novin Co.** - Interior & Exterior Design Company

**3D Artist, Photographer** Aug 2008 - June 2009

- **Delta Architecture Company**

### Collaboration

**3D Character Modeler** Nov 2014 - Jan 2015

- **Drake**: Short animated movie by Paige Murray

**3D Character Modeler** Oct 2014

- **Haunted House**: Short animated movie by Ilsong Lee

**3D Environment Modeler** Aug 2014

- **West Lake Dream**: Short animated movie by Wenwen Charlotte Hu

### 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)

### Other Experiences

- Photography Instructor
- English Tutor
- Acting (Performance Art)

### Awards

- Dean's list
- Academic Honor Scholarship
- Student Opportunity Scholarship
- International Student Scholarship

### CG Skills

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

### Software

- 3ds max
- Maya
- Zbrush
- Ornatrrix
- Redshift
- Vray
- Arnold
- Renderman
- Mental Ray
- Mari
- Substance Painter
- Mudbox
- Wrap3D
- Houdini
- Nuke

### Traditional Art skills

- Sculpting with clay & wood (3 years)
- Photography (10 years)
- Knowledge of human anatomy
- Drawing proficiency

### Languages

- Italian: High Proficiency
- Persian: Native