

amir khan

3d Artist

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EDUCATION

Pratt Institute
Brooklyn, NY
Bachelor of Fine Arts
3D Computer Animation
Honor Graduate
2011

Palm Beach State College
West Palm Beach, FL
Associate of Arts
Fine Arts
Phi Theta Kappa Graduate
2007

SOFTWARE

- Autodesk Maya
- Zbrush
- Rhino
- Mari
- Topogun
- Keyshot
- Adobe Photoshop
- Adobe Illustrator
- Adobe InDesign
- Adobe After Effects
- Headus UV Layout

EXPERTISE

- Modeling
- Texturing
- Rendering
- Compositing
- Animating
- Rigging
- UV layout

EMPLOYMENT SUMMERY

3d Specialist	Center Stage Production, Fairlawn, NJ	Sep 2011 - Present
3d Animation	Theometrics, New York, NY	Mar 2012 - Oct 2012
Freelance	3d modeling and design	Oct 2007 - Aug 2011
IT Technician	Barclay's Capital, NY (TEK Systems)	Aug 2010 - Jul 2011
IT Technician	Reader's Digest, NY (Prabhav Eglobal)	Aug 2010 - Jan 2011
IT Help Desk	Palm Beach State College, Lakeworth, FL	Sep 2005 - Jul 2007
Retail/Sales Rep	DutyFree America, Queens, NY	Feb 2003 - Jul 2005
Assistant Manager	CVS Pharmacy, Richmond Hill, NY	Sep 1997 - Aug 2002

CAREER OBJECTIVE

To utilize my skills and expertise in design, fabrication & production and expand my abilities to learn more.

EXPERIENCE

- Produced 3d models for 2d & 3d CNC in-house milling production.
- CNC programing for 3-axis & 6-axis CNC Milling.
- Technical drawing & schematic for in-house production & outside vendors.
- Operated 3-axis & 6-axis CNC machining for 3d milling.
- Production pipeline experience.
- Manual for Assembly & breakdown.
- Created innovative solutions and alternatives for production challenges.
- 3d Design, rendering, compositing & animation work for client presentations.
- Created Interactive touchscreen experience commercial & public area.
- Sculpted detailed and realistic character in zbrush.
- Retopologized mesh to suit production requirements.
- Hard surface and organic modeling from concept art and/or photos.
- Produced Polygonal, nurbs-based and sub-d models.
- Generated various maps for remaping in 3d engine.
- Produced textures for environment and character using Mari & Photoshop.
- Render using Mental Ray, Final Gather, Global Illumination.
- Experience in Keyshot and custom HDRI and 3-point light rendering setup.
- Painted Photorealistic Matte Painting for 3d camera projection.
- Produced renderings from concept & line drawings.
- Experience in character animation.

QUALITIES

- Strong work ethics, quick, enthusiast and eager learner.
- Self starter who work well individually or as a team player.
- Extremely organized with good time management skills.
- Good at problem solving and finding alternative solutions.