

# Mir Moein

Istanbul, Turkey



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## Summary

Hi, My name is Mir Moein.

I'm a 3D Artist, game and animation in high poly and low poly technique

I focused on making up 3D renderings and high quality 3d models. My goal is to create more effective and impressive visual content.

Listed below are my experience and skills.

- Autodesk 3ds max
- Pixologic zbrush
- Substance painter
- Adobe photoshop
- game engines(unity & UE4)
- Adobe after effects
- Adobe premier pro

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## Experience



### 3D Artist

MASKOT Mascot Costume Production

Feb 2020 - Present (3 years 3 months)



### NFT Artist

NFT

Sep 2021 - Present (1 year 8 months)

Create collection as Artist

branding



### 3D Artist

Virtual Reality Business

Jun 2019 - Feb 2020 (9 months)

3D modeling Rig and animate For VR market.



### Freelance 3D Artist

Northwood

Oct 2018 - Nov 2019 (1 year 2 months)

Responsibilities:

- Character modelling Low poly and high poly for game Texture PBR



### **3D Artist**

PandoraGame

Apr 2019 - Jun 2019 (3 months)

- Editing and Modeling 3D model for game Low poly and high poly
- texturing and retopology of models



### **Senior 3D Artist**

ArTaGame Stadio

Jul 2018 - Jan 2019 (7 months)

Responsibilities:

- 3D character And Environment Texturing and manage the time
- Try to keep standard level of game graphic
- Rig character and Bake texturing



### **3D Artist**

TV Broadcast

Mar 2011 - Jul 2017 (6 years 5 months)

Responsibilities:

- Character modelling, texturing and animate for animation.
- Vfx on some part of work

Achievements:

- Make 3d animations fantasy and real style. rig and animate cutout animation
- Designed main character for animation



### **3D Modeler**

S&T Ukraine Architect

Apr 2016 - Jun 2016 (3 months)

Responsibilities:

- Create 3D modeling for VR and convert high poly some object to low poly
- Unwrap UVW and texturing all model
- Convert object and send to Unreal Engine, make lighting and base setup VR in Unreal Engine

## **Education**



### **Graphic**

Masters

2013 - 2015



### **Jabarian**

Engineer's degree, Computer

2010 - 2012

## **Skills**

Digital Sculpting • Texturing • Sculpture • NFT • 3D • 3D Modeling • Autodesk 3ds Max • 3D Rendering • Autodesk 3ds Max • ZBrush