

BARDIA AFCHAR

3D-Artist

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SUMMARY OF QUALIFICATIONS

- Over 14 years of professional work experience as Maya 3D-artist / generalist in various projects from high quality TV-commercials, CGI animated short to game trailers.
- Selftaught and highly motivated 3D-Artist with creative and technical background and experience in a broad range of VFX software.
- Experienced with procedural scattering tools Clarisse and Mash.
- Experienced creating high quality photorealistic renderings, environments, combining CG and shot footage.
- Ability to work self-directed and proactive as well as under direction.
- Good eye for details and aesthetic realization.
- Good problem solving skills.
- Good collaboration with directors, art directors and concept artists.
- Good communication & teaching skills, great teamplayer, can also guide a team.
- Fluent English & mothertongue German.

WORK EXPERIENCE

01/2019 – today	Freelance 3D-Artist
01/2018 – 12/2018	Senior 3D-Artist / Generalist at Liga 01 Computerfilm GmbH in Hamburg. Working on TV-commercials & game trailers, rendering & scene assembly with Clarisse & Arnold.
05/2006 – 12/2017	3D-Artist / Generalist at Parasol Island GmbH in Düsseldorf. Working on TV-commercials, CG animated shorts & game trailers rendering with Redshift & Vray.
11/2005 – 04/2006	3D-Artist Internship at Parasol Island GmbH in Düsseldorf
09/2004 – 11/2004	3D-Artist Internship at twenty4pictures in Leipzig

VFX-SKILLS

Proven skills in Lighting, Shading, Rendering with Redshift, Clarisse, Vray & Arnold, environment setup, scene assembly, set dressing, animation, modeling & sculpting organic and hard surfaces, texturing, technical rigging, matchmoving, previz, precompositing, photogrammetry.

Maya: expert	Mudbox: advanced	Illustrator: advanced
Clarisse: advanced	zBrush: intermediate	Premiere: intermediate
Redshift: expert	Nuke: beginner	3ds Max: basic
Vray: advanced	After Effects: advanced	Shotgun
Arnold: intermediate	Photoshop: expert	Royal Render
Substance Painter: advanced	Agisoft Photoscan: intermediate	

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CLIENT LIST

Bayer, Porsche, Nissan, Audi, Infinity, Innogames, Goodgames, Coca Cola, Lidl, Telekom, Wodka Gorbatschow, Die Welt, REWE, Karstadt, Ebay, Congstar,, Melitta, Pelikan, Pringles, Funny Chips, Loreal, Persil, Lenor, Penny, Nasic, Masterfile.

EDUCATION

- | | |
|-------------------|--|
| 01/2001 - 12/2001 | Web-design course at media school Moebius GmbH, Kiel. |
| 07/1993 - 12/1999 | Studies of architecture at the university of applied science in Eckernförde. |
| 04/1988 - 12/1991 | Apprenticeship for telecommunication electronics at DeTeWe. |

LANGUAGES

German - mothertongue
English - fluent

INTERESTS

Outside the realm of postproduction and VFX, I enjoy taking care of my family, movies, hiking (if there is time left), concert photography and playing my own music on drums and guitar.