

Siamak Roshani

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Summary

- Over 6 years of experience in modeling and texturing, lighting and rendering in various 3D packages including Maya, 3dsmax, Zbrush, Mudbox and Bodypaint 3D
- 3 years of experience in digital sculpting
- More than 3 years of experience in digital imaging in Photoshop and Painter
- Excellent understanding of human anatomy and facial expressions
- Proficient with edge loops and able to model accurate for rigging and animation
- Using the latest polygon tools for modeling and UV mapping
- Ability to produce high quality realistic organic and non-organic models in a short period of time with strict attention to budgets and limitations
- Ability to learn and adapt with new software packages
- Excellent understanding of volumes and geometrical shapes
- Managing topologies, UVs and textures for consuming the lowest amount of memory
- Ability to sculpt a head with details in less than 4 hours, a human or humanoid body with correct anatomy and proportions in less than 3 days and a complete character in less than a week
- Ability to resurface models from digitally scanned models with a perfect topology
- Following the concepts and comments precisely and eagerly
- Creating accurate UVs in a short time using different packages
- Ability to extract normal and displacement maps precisely
- Have a vision for rigging and skinning in Maya
- Live drawing and sketching and coloring images using Photoshop and Painter as a hobby

2005	First4Figures	Modeling and Sculpting Characters and Vehicles
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I've worked on many various models with different concepts for F4F.

Here is the list of the models I've made for F4F

Sonic character (Sonic Tails - Sega)

Approved by Sega

Link and Sheik characters (The Legends of Zelda - Nintendo)

Approved by Nintendo

Samus Aran character and her Gunship (Metroid Series - Nintendo)

Approved by Nintendo

I also fixed many models for F4F and made them ready for printing with rapid prototype machine.

(www.first4figures.com)

2002-2005	Freelancer	Architectural Modeling/Texturing, 3DModeling
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Education

2001	Diploma of Mathematics and Physics
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Awards and Achievements

2008	3Dtotal Speed Sculpting, The Sculpting Challenge 03 - Silver award
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2008	3Dtotal Speed Sculpting, The Sculpting Challenge 05 - Silver award
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