

SYROS POURLATIFI

3D Game Artist

<http://syros.pourlatifi.com>

Zip Code: 1072 - No.22 Cotton st. , St. Johns , Auckland , New Zealand

syros.pourlatifi@gmail.com - +64-210425939



● ABOUT ME

I am highly experienced in modeling and texturing assets for a diverse visual range of environments and characters. Solid grasp of form, color and light in relation to 3D art assets. Well-versed in industry standard development tools such as Max, Maya, Photoshop, Zbrush. I have developed skills and abilities to start from any concept/sketch and deliver real-time 3D environments or characters. I work from blockout stage to in-game modular level design, while fulfilling all the technical aspects of my job. I have additional skills in animation/rigging, concept art, and procedural material creation. Big fan of Agile development. Time organized and self-motivated with great communication skills. I am constantly developing myself to push my career to the edge of the game industry; VR/AR!

● SOFTWARE SPECIALTIES

3D Studio Max	ZBrush	Maya	Unity	Photoshop
SketchUp	Unreal Engine 4	Substance D/P	dDo and nDo	CrazyBump
Keyshot	Topogun	World Machine	xNormal	UVlayout

● TECHNICAL AND CREATIVE SKILLS

Characters Modeling/Texturing/Rigging	High Poly Organic Sculpting in Zbrush	Hard Surface Poly Modeling
Environments and Props	Hand Painted Texturing	Shader Creation
Cascade (Particle Systems/VFX UE4)	Lighting offline (keyShot - Vray)	Realtime lighting/baking UE4/Unity
Photoreal Texturing	PBR pipeline	Traditional Art (Drawing/Sculpting)

● PROFESSIONAL EXPERIENCES

[Climax Studios](#) - New Zealand - Senior 3D artist

March 2017 - Present

Unannounced projects

As a Senior Artist I have the responsibility of making assets for all the projects running in the studio. My role requires me to model any type of assets including Characters, Environments and VFX, in both realtime and prerender pipelines.

[Artrix](#) - New Zealand - Environment Artist

March 2016 - March 2017

[Animals In Teacups](#)

I was responsible for the environments of the game. Organizing and maintaining database of assets. My role covers rigging and animating environment props, creating VFX and lighting scenes in Unity.

[Battle Claw](#)

I made the progression map for the game, rigging and animating environment elements along with VFX in Unity.

Unannounced VR project

As part of my responsibilities for R&D, I have created environments for our VR prototypes in UE4. I have demonstrated new modeling/texturing techniques along with industry standard pipelines for rapid prototyping and look/Dev of the game universe. Creating Shaders using Substance Designer and lighting the levels, inside UE4. This consists of optimizing models/levels for specific technical limitations of Virtual Reality platforms.

[Gameloft](#) - New Zealand - Mid level 3D artist

Nov 2014 - Jan 2016

Ice Age Avalanche (iOS/Android)

Modeling and texturing the progression maps of the game. Creating maps which represent Fox IP: Ice Age. Adding character paths and environment moving objects and visual FX for sets inside the engine.

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Unannounced FPS project (iOS/Android)

Environment/Prop artist. Creating assets, ranging from hard-surface Sci-fi Buildings/Props to natural/organic assets such as foliage, trees and rocks. I was working directly with Art Director and Lead Artists to developed our vision for the game. I have also helped the character team by creating weapons for the game.

DEADMAGE - USA/Tehran - 3D Character/Environment Artist	Sep 2006 - March 2014
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[Garshasp "The Monster Slayer"](#) (PC/Steam)

Lead 3D artist, Creating blockouts levels for game designers. Modeling/texturing/shading and lighting environments of the game. Modeling/Texturing main Character and one boss creature , rigging characters and creatures, organizing the asset library.

[Garshasp "The Temple of the Dragon"](#) (PC/Steam)

Lead Environment artist; responsible for modeling, texturing, lighting game levels. I was also organizing outsource assets, coordinating tasks for whole development team and cinematic team manager.

[ShadowBlade](#) (iOS/Android)

Lead 3D artist, Character modeling/texturing. I developed my hand painting techniques by creating all stylized environments for this project. I was also the lighting artist.

[ShadowBlade Reload](#) (PC/Steam)

Lead Environment/Character artist. setting the technical and artistic bar of the project higher for a PC game. Introducing solutions for making a level editor, working close with technical and game design team on the matter. 3D assets for UI.

[Epic of Kings](#) (iOS/Android)

Creating environments of the game. Shader creation in UE4. Lighting and post processing. Managing the LODs.

[Sakura](#) (PC , Work in Progress Title)

Modeling and texturing environments/props/characters. environment look and feel development. Experienced both on the of modular level creation and artistic vision of the team, working very close with Art Director.

[Centaure](#) (iOS , Work in Progress Title)

Character modeling and texturing with character customization. Environment modeling and texturing.

Pixel Quality Games - Spain - Freelance 3D Character/Environment Artist	Jun 2013 - 2014
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[Project Aura](#) (PC/Steam) **Steam Early Access**

Characters with different designs for customization. Natural environment props. Space ships with customizable parts/textures.

● MENTORING EXPERIENCE

[IranGDI](#) - Iran - **Game art and Zbrush Instructor** 2011- 2013 - I was mentoring two groups of 10 students for 2 year in 4 semesters, I have covered main topics like modeling characters, props, creating tileable textures in zbrush and modular environment modeling and texturing for games.

[Inverse School of Computer Graphic and Digital Arts](#) - Iran - 2014 - I had a 6 month course for game modeling and hand painted texturing.

● EDUCATION

[International Institute of Earthquake Engineering and Seismology](#) , Master of Science in Earthquake Engineering , 2006 - 2009 ,Tehran Iran

[Azad Markaz University of Tehran](#) , Bachelor of Science in Civil Engineering, 2002 - 2006 , Tehran Iran

● HOBBIES/INTERESTS

Traditional painting, Sculpting, Playing Games, Nature (hiking , camping, rock climbing), Photography (taking textures , micros of insects, playing with composition), Music, Playing Bass, Reading