Yasush Azush

Senior 3D artist & Look Development Artist
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PERSONAL SUMMARY

A motivated and passionate 3D Artist with a proven ability to develop high quality, life like models as well as having a solid understanding of VFX process for film. Possessing the artistic expertise and technical ability required to work closely with designers and art directors to create stimulating content that will intensify visually. Also having extensive knowledge of everything related to 3D computer graphics and a knack of quickly understanding a projects mission, vision and values.
Presently looking for a suitable vacancy and an opportunity to work with a team of qualified, diverse individuals who will help to develop my experience and career.

CAREER HISTORY

Freelance - Iran
Senior 3D Artist & Look Dev Artist, Art Director - 2013 - Present
Working closely with client to provide creative design expertise and solutions for film, TV Commercial and film projects. Contributing to art design concepts in relation to character models, hard surfaced models and enhancing the "look and feel" of animations.

Freelance - United Arab Emirates
Senior 3D Artist, Art Director - 2011 - 2013
Working closely with client to provide creative design and animation for Broadcast.

BMG (Baynounah Media Group) - United Arab Emirates
3D Artist, Motiongrapic Designer, Art Director - 2010 - 2011
Working closely with creative directors to provide creative design and animation for Broadcast.

DMI (Dubai Media Incorporated) - United Arab Emirates
3D Artist, Motiongrapic Designer - 2005 - 2010
Working closely with art directors to provide creative design and animation for Broadcasts.

Duties:

- Developing high fidelity, photo real 3D models of characters and objects.
- Ensuring that all material is compliant with company standards.
- Defining required assets, setting milestones and executing design assignments.
- Liaising with instructional designers to ensure absolute understanding of storyboard material.
- Communicate creative technical issues effectively.

PROFESSIONAL EXPERIENCE

Technical competencies:

- Great Understanding of light and shadow and its impact on different materials
- Strong spatial awareness and a good sense of form, scale and proportion
- Strong of understanding of lens, frame size and composition
- Keen eye for detail
- Full working knowledge of modelling in Maya, Zbrush
- Full working knowledge of texturing in Photoshop and MARI
- Polygon surface modelling
- Full working knowledge of using different render engines such as Vray and Arnold amd Clarisse iFx

Personal:

- Able to work under pressure to meet deadlines.
- Possessing creative thinking to come up with innovative designs.
- Can clearly communicate technical data to non-technical colleagues.
- Organized, goal and detailed oriented.

KEY COMPETENCIES AND SKILLS

Creative solutions
Character modeling
Hard surface modeling
Image editing
Model development
Photoreal texturing
Lighting
Rendering

Software Knowledge

Autodesk Maya
Adobe Photoshop
Foundry Nuke
Adobe After Effects
Pixologic Zbrush
chaos vray
Solid Angle Arnold
Foundry MARI

Clarisse iFx
Keyshot
HDR Light Studio

REFERENCES - Available on request.