Resume

Danial Rashidi
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Professional experience

2012 – Current: Character Artist at Starbreeze

2011 – 2012: Freelancing 3D Artist for Gameprefabs

2010 – 2011: Character Artist at Overkill Software

2008 – 2009: 3D & Multimedia Teacher at IT-Gymnasiet

Education

- 3D Graphics (Futuregames Academy 2009 - 2011)
Vocational Degree in 3D Graphics.
- Creative Computer Graphics (University of Gävle, Sweden 2006 - 2009)
Bachelor's degree in Science with a Computer Arts focus.

Skills

* Able to create high quality art assets for current gen games
* Experienced with both highpoly and lowpoly character creation.
* Experienced in many forms of high poly asset creation and baking.
* Able to give and receive constructive criticism and modify my work accordingly.
* Experienced with working in a team, to plan as well as document my work and deliver on time.
* Experienced and able to collaborate with artists and programmers.
* Familiar with the basics of programming in different languages such as javascript, java and actionscript and able to interact well with programmers
* Experience with the SCRUM method for working with projects in a team.
* Experienced with UNITY and UNREAL ENGINE

Speak fluent English, Swedish and Persian