

AFAQ SABIR

GENERALIST & TECHNICAL
ARTIST

EXPERTISE



VFX
MODELLING
LIGHTING & RENDERING
COMPOSITING
SCRIPTING
PROGRAMMING

TECHNICAL SKILLS

3DS MAX



HOUDINI



ZBRUSH



UNITY



PHOTOSHOP



NUKE



C++



OBJECTIVE C



MAXSCRIPT



PYTHON



PROFILE

Multidiscipline generalist & technical artist always looking for a new challenge and eager to learn. Since graduating from Teesside University I have worked on numerous different technical and creative projects around the UK, involving application development, game development, product visualization and short animations.

I have always had a great passion for CGI. Originally starting out as an artist I love creating 3D and 2D artwork. As I went into education I was more and more fascinated by computer graphics and decided that I not only want to use different tools to create art but also understand how they work and create my own.

Although I have a broad variety of skills, I primarily specialize in VFX and tool development. I now wish to hone these skills and be a part of a studio which will help me grow both creatively and technically.



EXPERIENCE

- ▶ **VFX ARTIST** 2015 March – Currently
IMPELLER STUDIO I am responsible for creating multiple real time effects for a space battle simulator.
 - ▶ **3D VISUALIZER** 2014 January – 2015 January
FAST FITTERS I was working as an in house artist designing and creating 3D visualizations for numerous commercial buildings and products.
 - ▶ **FREELANCE TECHNICAL ARTIST** 2013 March – 2014 December
TOTAL PLANNING SOLUTIONS I was involved with the lighting, rendering and compositing of final shots, as well as any other technical work. I would also teach other members of staff different tools and techniques as well as core principles in computer graphics.
 - ▶ **3D GENERALIST** 2013 August – 2013 November
OCTOPUS MEDIA I was responsible for all 3D work as well as creating a company showreel. This involved the creation of multiple 3D shots from start to finish.
 - ▶ **FREELANCE VFX ARTIST** 2013 May – 2013 June
PASHA I created a short logo animation for Pasha Shisha bar. This involved the use of particle and fluid simulation.
 - ▶ **APPLICATION DEVELOPER** 2012 October – 2013 August
ACTIVE HEALTH I developed an in house OpenGL product visualisation IOS application. This involved the creation of a 3D engine as well as artwork, which was all done by me.
 - ▶ **FREELANCE VFX ARTIST** 2012 June – July
SIRF PROMETHEUS FESTIVAL I worked in a small team to create a short VFX shot. I was involved in simulating and compositing a smoke effect, this was then projected onto a building.
- EDUCATION**
- ▶ **BA HONS COMPUTER ANIMATION** 2009 – 2012
FIRST CLASS AT TEESSIDE UNIVERSITY During my final year I concentrated on programming, scripting and plug-in development.
 - ▶ **BTEC NATIONAL DIPLOMA INTERACTIVE MEDIA** 2007 – 2009
OVERALL DISTINCTION AT STOCKTON RIVERSIDE COLLEGE

*REFERENCES AVAILABLE ON REQUEST



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