

Hamza Saeed

3D Environment Artist

Personal Information



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Date of birth: 16-04-1991

Nationality: Spanish

Work Experience

November 2013 - Present

3D Artist

Tinderstone Ltd

www.tinderstone.com

- High poly/low poly modelling, retopologized high poly meshes and unwrapped base models.
 - Created tileable textures using Photoshop.
 - Collaboration and coordination with art director and technical artists.
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Education

2009-2010

- Computer Science, Polytechnic University of Valencia

2010-2013

- BA 3D Digital Animation, University of Hertfordshire

2.1 Upper Second Class

Skills/Abilities

- High poly-low poly environment, prop and asset modelling
 - UV mapping and layout
 - Texturing with diffuse, specular, ambient occlusion and normal maps
 - Foliage creation for real-time environments
 - Ability to create tileable and reusable textures for maximum performance
 - Experience creating real-time realistic environment in CryEngine 3
 - Familiarity with current-gen techniques (vertex color ambient occlusion, alpha vertex blending, etc.)
 - Good communication, team player, self motivation
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Languages

- Spanish: Fluent (Mother Tongue)
 - English: Fluent
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Software Skills

- 3D Software

Autodesk Maya, Autodesk 3Ds Max, Zbrush, Mudbox, Headus UV Layout, 3D Coat, Xnormal

- Adobe CS tools

Photoshop, After Effects, Premiere

- 3D Engine Tool

CryEngine 3, Unreal Development Kit (Basic)