

Imran Khalique

➤ 3D Character Modeler

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Career Objective

Seeking a character modeling position in a company where I can utilize my 3D modeling and creative skills to produce quality models.

Education

M.A (with Honors) 2008

3d Character Modeling

Academy of Arts University, San Francisco, CA

Courses taken: Hard Surface Modeling, Head Sculpting and Facial Expressions, I mostly focused my graduate studies on Zbrush and traditional sculpture.

B.F.A 2005

3D Modeling

Academy of Arts University, San Francisco, CA

Courses taken: Advance Lighting, Organic Modeling, Texture and Lighting, and Modeling/Texturing for video games.

Experience

Academy of Arts University 2006

Freelance

Developing 3D character modeling DVDs for students. Teaching students how to model high and low poly characters for video games and film.

Software

- Maya
- Zbrush
- UVlayout
- BodyPaint 3D
- Photoshop
- After Effects

Skills

- Able to create hi to low poly 3D models ranging from organic to hard surface. Also knowledgeable with nurbs modeling and sub-division.
- Supporting skills on texture creation, uv layout, lighting, and rendering.
- Able to work from concept art and picture references.
- Strong photoshop skills.
- Knowledge of human anatomy.
- Traditional sculpting and figure drawing skills.

Awards

- Received 1st place for character texturing at Academy of Art Spring Show 2008.
- Received 1st place for CG Lighting at Academy of Art Spring Show 2005.

References

Available upon request