



# Imran Khalique

3D Modeler | Texture Artist

Imran209@gmail.com

[www.imrankhalique.net](http://www.imrankhalique.net)

209-483-5259 (cell)

## Experience

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08/09 - present     **EVEO**, Digital Marketing | Pharmaceutical Industry, San Francisco, CA  
Modeling & Texturing  
*Temp*

09/06 - 12/06     **Academy of Arts University**, San Francisco, CA  
Modeling  
*Freelance*  
Developed 3D character modeling video tutorials for students.

## Education

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August 2008     **Academy of Arts University**, San Francisco, CA  
M.A (*with Honors*)  
Main Focus : Character Modeling | Figure Sculpture

June 2005     **Academy of Arts University**, San Francisco, CA  
B.F.A  
Main Focus : 3D Modeler | Texture Painting

## Computer Software

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- Autodesk Maya
- Pixologic Zbrush
- Headus UVlayout
- Maxon BodyPaint 3D
- Adobe Photoshop, Illustrator, Premiere, and After Effects

## Skills

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- Can 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 painting, UV layout, lighting, and rendering.
- Able to work from concept art and picture references.
- Strong Photoshop skills.
- Strong traditional figure sculpting skills.
- Knowledge of human anatomy.

## Activities and Awards

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*Academy of Art Spring Show 2008 received 1st place for character texturing*  
*Academy of Art Spring Show 2005 received 1st place for CG lighting.*

**Reference**     Available upon request

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