

# Siamak Roshani

[www.siamakroshani.com](http://www.siamakroshani.com)

<https://www.artstation.com/artist/siamakcgm>

[Siamak.roshani@gmail.com](mailto:Siamak.roshani@gmail.com)

6350, Chrisite Ave, #129, Emeryville, CA 94608

## Summary

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- over 12 years of experiences in modeling, texturing and resurfacing in different 3D packages including Maya, 3dsmax, zbrush,mudbox, 3D Coat, Mari, photoshop, topogun, headus uvlayout, Xnormal, Marvelous Designer, Substance Painter.
- Over 10 years of experience in Hardsurface modeling ( cars,robotsm,props)
- 10 years of experience in digital sculpting and resurfacing
- 10 years of experiences working as an artist in different VFX/Game teams
- More than 10 years of experience in digital imaging in Photoshop and zbrush
- Strong understanding of human anatomy, facial expressions.
- Strong understanding of game character modeling,UV mapping & texturing.
- Ability to analyze the problems and findind solutions (problem Solver).
- Proficient with edge loops and able to model accurate for rigging and animation.
- Expert in making clean topology and having great understanding of creating clean facial models which are based on human anatomy and are easy to blend into different facial expressions.
- Having experience on scanning real life characters and converting them into clean production models.
- Ability to model characters, Environments, Vehicles, etc based on the 2d concept with paying attention to all the details and making them as close as possible to 2d desing.
- Ability to produce high quality realistic organic and non organic models in a short period of time within strict attention to budgets and limitations.
- Ability to resurface Highres models into lowres models for games and able to export texture maps from the hires mesh into the new lowres mesh.
- Excellent understanding of geometry and geometrical shapes.
- Ability to export high quality Color maps, Specular maps, displacement maps, normal maps.
- Expert in making poses and facial expression.
- Having experience in PBR workflow.
- Excellent attention to details and proportions.
- Ability to paint textures from scratch In Photoshop , Zbrush & Mudbox
- Strong understanding of UV mapping and Making efficient UV's to use the most space of the UV layout and able to make different type of UV's based on the need
- Strong Ability to learn new softwares, plugins , techniques & technologies fast based on the need of the project and company.

- Always been on time and met the deadlines with strict attention to the quality of the job
- Ability to mentor and help other team members to develop new skills in modeling and able to help them to overcome problems related to modeling and sculpting.
- Ability to manage team members.

## **Skills**

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|---------------------|--------------|---|
| ▪ 3D Modeling       | Advanced     | Maya, Zbrush, mudbox,3DCoat, Marvelous Designer   |
| ▪ Digital Sculpting | Advanced     | Zbrush, Mudbox                                    |
| ▪ UV Mapping        | Advanced     | Maya, Headus uvlayout, Zbrush                     |
| ▪ Texturing         | Advanced     | Zbrush, Photoshop, Mudbox,Mari, Substance Painter |
| ▪ Drawing/Sketching | Intermediate |   |
| ▪ Rendering         | Intermediate | MentalRay,Vray,Arnold Renderer                    |
| ▪ Resurfacing       | Advanced     | 3DCoat,Zbrush,Topogun,Maya                        |

## **Work Experiences**

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|---|---|
| <ul style="list-style-type: none"> <li>▪ March 2015 - Current Job<br/>Ubisoft SFO studio<br/>Senior Character Artist</li> </ul> | <p>Sculpting, Modeling, Retopology,UV Mapping and . Texturing characters. Problem Solving related to characters , Creating pipeline related to character modeling/ Texturing, Sculpting. Mentoring other modeler and helping them to develop new skills in ZBrush and maya. Working directly with the art director, senior animator and senior rigging artist. Using Snow Drop engine. Doing weekly in office ZBrush workshops.</p> |
| <ul style="list-style-type: none"> <li>▪ May2014- Jan 2015<br/>DarkSideGames Studio<br/>Senior Character Artist</li> </ul>      | <p>Sculpting, Modeling, Retopology,UV Mapping and . Texturing characters. Problem Solving related to characters modeling, 3D Modeling, Sculpting . finding solutions and helping other team members. Helped to develop pipeline related to characters.</p>  |

- December 2013  
Pixologic

I was honored to be part of the beta test team for ZBrush 4R7 ( released already).
  
- December 2013  
Scheleich-s  
Senior Character Artist  
(Freelancer)

Sculpting, Modeling and posing characters for Toys.
  
- December 2013  
RealTimeUK  
Senior Character Artist  
(Freelancer)  
([www.realtimeuk.com](http://www.realtimeuk.com))

Sculpting, Modeling, Retopology,UV Mapping, Texturing characters and designing. Working on game cinematics.
  
- May2013\_December 2013  
Barajoun Entertainment  
Senior/Lead Character Artist  
(<http://www.barajoun.com/>)

Sculpting, Modeling, Retopology,UV Mapping and . Texturing characters,Blend Shapes, Problem Solving. Mentoring 4 other team members to grow their skillset in modeling and texturing.
  
- November2013-2015  
PlasticWax  
Senior Char Character Artist  
(Freelancer)  
([www.plasticwax.com](http://www.plasticwax.com))

Sculpting, Modeling, Retopology,UV Mapping and . Texturing characters,Blend Shapes, Problem Solving. Working on game cinematics.
  
- Sept2013  
Ten24 3D Antics  
Freelance Character Artist  
(<http://www.ten24.info/>)

Sculpting, Modeling, Retopology,UV Mapping and . Texturing characters.
  
- 2013  
ShadowsinDarkness  
Freelance Artist  
(<http://www.shadowsindarkness.com/>)

HighPoly and Low poly Character Modeling and texturing
  
- January2013  
Pixable Studios  
Freelance Artist  
Germany  
(<http://www.pixable.de/>)

HighPoly Character Sculpting/Designing/Modeling/ Texturing. Prop Modeling/Texturing for characters.
  
- June2012-May2013 (Employed Fulltime)  
(July2010-April2012 Freelancer)  
Optix digital  
UAE and Germany branches  
([www.optixdigital.com](http://www.optixdigital.com))

Modeling environments, hard surface, characters Sculpting and posing characters as well as UV mapping and texture painting

- May 2010-May2012  
Game Design Solutions  
(<http://game-designs.net/>)

Modeling and texturing high poly characters, Environments and hard surface models for different productions resurfacing Highres objects into Medium res or lowres objects as well as UV mapping and Texturing them.  
Posing and rendering characters.  
Making hairs for characters as poly hairs or using 3d hair packages like shave and a hair cut
  
- Nov 2007-April 2010  
ClockworkVFX  
([www.clockworkvfx.com](http://www.clockworkvfx.com))

Character Designing/Sculpting/Modeling  
Modeling hard surface and vehicles  
Designing, Modeling,UVmapping and texturing environment  
Making UV's for different type of Models  
Resurfacing very highres cad files and sculptures into Medium or lowres Models as well as UV mapping and texturing them  
Modeling Props,Vehicles etc as well as UV mapping and Texturing.
  
- Sep2004-Oct2007  
First4Figures  
([www.first4figures.com](http://www.first4figures.com))

Character sculpting, Posing,  
modeling hard Surface and vehicles  
Cleaning objects and making them ready for printing process.

## ***Education***

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- 2003 Diploma of Mathematics and Physics (Pre-university)
- 2000 certificate in computer hardware and science

## ***Awards and Achievements***

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- Honored to be one of the judges for comiccom challenge from gameartisans.org

<http://www.gameartisans.org/challenges/ga/comicon-challenge-2014/judges.php>



#### **Siamak Roshani - Senior 3D Character Artist**

Siamak Roshani is a senior character artist based in Dubai. His creations have been published in press and art books such as Expose 11 (master award), Digital Art Masters, 3D World Magazine and more. Born and brought up in Tehran, Iran, Siamak has had a passion for drawing and sculpting the moment he picked up his first pencil, but it wasn't until he played his first video game that he became an eager convert to the world of CG. Over the years, Siamak continually works to improve his skills, which have led him to become the talented and famous 3D character artist that he is today. When not engaged with work, he enjoys playing games, watching movies, and traveling/exploring the world.

- [siamakroshani.com](http://siamakroshani.com)

- [facebook](#)

- [linkedin](#)

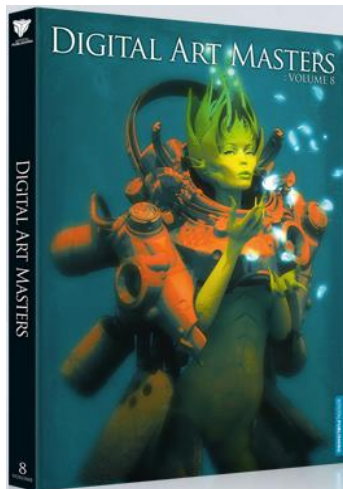
- Featured in Expose 11 with a Master Award

[http://www.cgsociety.org/index.php/CGSFeatures/CGSFeatureSpecial/siamak\\_roshani](http://www.cgsociety.org/index.php/CGSFeatures/CGSFeatureSpecial/siamak_roshani)



- Featured in Digital Art Masters 8

<http://shop.3dtotal.com/books/digital-art-masters/digital-art-masters-volume-8.html>



- Featured in 3D world magazine issue 164  
<http://www.zbrushcentral.com/showthread.php?174372-Realistic-USA-Ranger-Portrait>



- Featured in 3D world magazine issue 160



- 2013 3D Total Excellent Award for my God Of War artwork, Goldeneye Award.



- 2012 3D Total Excellent Award for my Mafia Man artwork, Goldeneye Award



- Got the honor of having my work on the first banner of pixologic.com
- 2013 CGFeedback Toprow Award (BodyBuilder Anatomy)
- 2012 Featured on zbrushcentral.com (2 times Toprow)

- 2012 CGFeedback Toprow Award (Vulcan Raven fan art)
- 2012 CGFeedback Toprow Award (Ranger Portrait)
- 2012 CGFeedback Toprow Award (Stone Fist & Bruce Lee)
- 2012 CGFeedback Toprow Award (Mafia Man)
- 2008 3D Total Speed Sculpting The Sculpting Challenge03 - Silver Award
- 2008 3D Total Speed Sculpting The Sculpting Challenge05 - Silver Award