

ARYA SADAT-SOWTI

3D ARTIST

Paris, France

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Master's Degree 3D & Visual Effects

THINGS I CAN DO

- Create Models with clean topology.
- Texture & Shading on hardsurface & organic assets.
- Basic Lighting & Compositing knowledge
- Experience in customer service and working under pressure



WORK EXPERIENCE

Jan 2017 - Present

Ubisoft, Montreal

3D Artist

- Texture / Shading & Modeling of Marketing / Cinematic Assets

Jul 2016 - Oct 2016

Double Negative, London

CG Generalist Trainee

- Props Modeling & Texturing
- Environment Layout

Feb 2016 - Jul 2016

SupamonkS Studio, Paris

Modeler & Texture Artist

- Modeling / Texture / Shading Character, Props & Environment on cinematics / advertisements

Dec 2014 - Feb 2015

Image in Work, Paris

Digital Compositor

- Compositing / Plate Cleaning on a feature film using Nuke

SOFTWARE KNOWLEDGE

