

Thaheer Hassim



3D Generalist

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Education:

Graduate; Bachelors of
Fine Arts - Gnomon School
of VFX
Hollywood CA
2021-2023

Software:

- Maya
- Houdini
- Vray
- Photoshop
- Substance Painter
- Gaea
- Zbrush
- Unreal Engine
- Marmoset
- Mudbox
- Gaea
- Nuke

Professional Summary:

Hard working, adaptable artist specializing in environments, lighting, compositing and creating detailed hero assets using softwares such as Maya, Unreal and Houdini.

Work Experience:

3D Generalist; Freelance

Sept - Present

- 3D model and texture assets with Maya and Zbrush
- Light and render using Vray or Unreal Engine
- Final compositing using Nuke

Associate VAD Artist; Halon Entertainment - Santa Monica, CA

June - Aug 2024

- Using Zbrush to sculpt high poly assets
- Optimization for assets
- Environment layout
- Texturing assets with Substance Painter

Summary of Skills:

- Proficient in creating cinematic quality assets
- Cinematic Assets;
- Incorporate reference to achieve realistic models
- Match models and scenes proportionately to reference materials in Maya
- Texture with procedural smart masks in Substance Painter

Hardsurface Modelling

- Polymodel vehicles and robots with complex curvature in Maya
- Completing models with efficient topology

Pipeline;

- Leveraging render engines including Unreal, Vray and Karma to produce high quality renders
- Utilizing render passes to create final polished images in Nuke