

Shora Farahani

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San Francisco, CA 94102
(415) 244-3459

Industry Experience:

2005 - Technical Director

Marvel Art Animation Studios, Tehran/Iran

Creating/ Modifying custom rigs for feature animation characters, Character skeleton/ facial/ lip-sync animation, Vehicle animation/simulation, Physics/ Cloth/ Hair simulation, Particle/ Liquid/ Natural phenomena simulation, Creating custom car paint shader, Lighting/ Camera director, Rendering consultant

2004 – 2005 - 3D Environment Artist

Peymayesh Mohit Shahr Consulting Engineers, Tehran/Iran

Architectural visualization, Building/ Landscape modeling, 2D texture painter, Lighting/ Camera director, Rendering administrator

2004 - 3D Environment Artist

Golbaran Twin Towers, Tehran/Iran

Architectural Visualization of Golbaran Twin Towers

2003 - 3D Modeler, 2D Texture Artist

Sami-Rayan Pardaz Games Co., Tehran/Iran

Hard surface low-polygon modeling for a game engine, Modeling part of a cityscape for the game engine, Editing real-world pictures of different buildings and making them usable as textures, Vehicle Animation

Education:

2006 - MFA of 3D Animation and Visual Effects

Academy of Arts University, San Francisco/CA/USA

2004 - MS of Multimedia Systems in IT

Amir Kabir Polytechnic University, Tehran/Iran

2000 - BS of Computer Software Engineering

National University of Iran (Shahid Beheshti University), Tehran/Iran

Software:

3ds max, Maya

CAT, Afterburn, Dreamscape, Glu, ZBrush, Realflow, Endorphin

Brazil r/s, V-Ray, final-Render Stage-1, Mental Ray, final-Toon, Maxwell Renderer

Fusion, Boujou, Photoshop

C++, DirectX