

MICHAEL ZAMAN

CHARACTER ARTIST

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PERSONAL PROFILE

I am passionate about creating quality character's and creatures and am always eager to learn new tools and techniques to further my skills. I enjoy working closely with other team members, sharing ideas and being creative and working out problems together. I am a dedicated, hard-working, passionate and self-motivated person. I like helping develop pipeline sand ideas and help talented artists; develop skills and help the growth and direction of other artists. My aim is contiuue to push my skills and the skills of people around me developing new techniques, in a studio creating great art.

STRENGTHS

- Quick learner who is keen and willing to learn new techniques and software and skills.
- A passion for character sculpting and modelling.
- Strong background in fine art and understanding of anatomy.
- A strong understanding of 3D modelling, sculpting, texturing and UV'ing.
- Desire to work as part of team, easily take constructive comments and like to contribute ideas.
- Able to manage internal and external art teams with; deadlines, art style, quality & technique.

TECHINCAL SKILLS

- High poly sculpting.
- High poly to low poly modelling for in-game models and detail texture bakes.
- Effcent UV Mapping and Texturing.
- Character Design and concept sculpting.
- MEL Scripting and working knowledge of Python Scripting for Maya.
- Game Engine implementation: Unreal 3/4, Unity and CryEngine3.
- 2D Art experience including: Logo Design, Typography, UI, GUI and Marketing Artwork.

TECHINCAL PROGRAMS

- Autodesk Maya
- Pixologic Zbrush
- Adobe Photoshop & Illustator
- Unreal Engine 4 / UDK
- Unity
- CryEngine 3
- xNormal
- Topogun & 3D Coat
- Headus UV Layout, Roadkill UV
- MEL & Python Scripting
- PS3 Home HDK (Character Creation)
- Adobe After Effects, Premiere Pro
- Autodesk Mudbox
- Mental Ray / VRay
- Perforce Admin & SVN
- Plus others, and always willing to learn.

EXPERIENCE

AXIS ANIMATION	Realtime CG Supervisor	Jan 2017 - Current
AXIS ANIMATION	Lead Character Artist	Dec 2016 - Jan 2017
GOODGAME STUDIOS	Lead Character Artist	Sept 2016 - Dec 2016
		<ul style="list-style-type: none">• Create 3D Characters, Rigs, Prototype Animations, Implement Assets• Managing art team and collaborate with programmers, Producers and Art Directors• Manage and devlop art and asset pipeline including Perforce and Engine implementation
GOODGAME STUDIOS	Senior 3D Artist	Nov 2015 - Sept 2016
LOCKWOOD PUBLISHING	Lead Character Artist	July 2014 - Oct 2015
		<ul style="list-style-type: none">• Character Art, Interchangeable item creation, Animal Art, Technical Art, Pipeline Optimisation• Managing of outsourcers & internal teams creating; items & animations, with strict deadlines.• Working closely with Programming team to develop features for character's and creatures.• Full control of Character development, design, features and art direction / improvements.
OG INTERNATIONAL	Character Artist / 3D Artist	Aug 2012 - July 2014
STEEL MINIONS - ZOOL	Character Artist, Pitch Presenter, Concept Artist	May 2011 - June 2012

ACHIEVEMENTS

INFERNALS ARTWORK STAFF PICK - SKETCHFAB	2016
HARLEY QUINN - SKETCH FEATURED ON POLYCOUNT RECAP & FRONT PAGE	2016
TWO TIMES - DEADVENOM FEATURED ON POLYCOUNT RECAP	2015
COMICON WALLPAPER AND TURNTABLE FEATURE	2014
TWO ART FEATURE'S - EAT3D.COM	2014
ZOOL GAME DESIGN ENTERED TO GAMES REPUBLIC	2012
DARE TO BE DIGITAL FINIALIST	2011

PUBLISHED TITLES

- Infernals - Heroes of Hell
- Avakin Life - iOS, Android, Kindle
- Published content for Playstation Home - PS3
- Several Games published by GoGames on iOS and Android:
 - *Fin and Friends*
 - *Word Speed Puzzle Master*
 - *What's the Word?*
 - *One Word One Clue*
 - *My Great Big Colouring Book*
- The Tale Of Yog (iOS) - Fatdog Games (Dare To Be Digital)

EDUCATION

Sheffield Hallam University	First Class MArt (Hons) Games Design	(Sep 2008 - July 2012)
Bilborough College	Fine Art, Computer Science, Physics	(2006 - 2008)
Bigwood School	12 GCSE's A*- C (Results on request)	(2001 - 2006)

HOBBIES AND INTERESTES

- I like to train at the gym
- I play / do a lot of different sports, such as free running, rugby and weight lifting.
- I read a lot in my spare time and often use reading as inspiration for my work.
- I watch films and TV shows, as another source of inspiration.
- Socialising with friends and colleagues.
- I like to practice my traditional art skills such as painting and drawing and clay sculpture
- I enjoy learning new techniques, programs and skills in my spare time.
- I like to cook and bake on weekends.

