



**REZA SEDGHI**

## 3D Artist

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Available for Freelance works, 3D Character Modeling, 3D Environment Modeling, Texturing (Realistic & Handpainted).

## EXPERIENCE

**Team Lead** - Bearded Bird, 03-2014 - 07-2014

<http://www.beardedbird.com/en>

Team Lead for the Casual Tower-Defence Game "Parvaneh: The Great Raid" which was a part of Showcase Gallery of "Casual Connect, Belgrade"

**3D Character Artist, Environment Artist & Texture Artist** - Bearded Bird, 06-2013 – 07-2014

<http://www.beardedbird.com/en>

Mostly done hand painted Textures & Level Arts in the engine  
Plus done two characters & environment models for the

action adventure PC game "Parvaneh: the Legacy of light's Guardians".

### **3D Character Artist, Environment Artist**

- Crazy Pixels Studio, 09-2012 – 05- 2013

Started as weapon artist but later made characters & environment models & textures for the 3<sup>rd</sup> person action PC game

### **3D Character Artist**

- Spooky Guys Indie Team, 10-2011 – 12- 2011

Created 3d characters for a side-scrolling casual game

### **3D Character Artist**

- Spooky Guys Indie Team, 07-2011 – 10- 2011

Created 3d characters for a Top-Down casual game

### **3D Character Artist, Environment Artist**

- Eleya Indie Team, 03-2011 – 07- 2011

Created 3d characters & Environment Models for the Action FPS PC Game "The Frontline 2"

### **3D Character Artist, Environment Artist**

- Eleya Indie Team, 02-2011 – 03- 2011

Created 3d characters & Environment Models for the Action Side-Scrolling PC Game "Mid-east Revolution"

### **3D Character Artist, Environment Artist**

- Eleya Indie Team, 08-2010 – 02- 2011

Created 3d characters & Environment Models for the Action Side-Scrolling PC Game "The Lost Soldier"

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## SKILLS

Modeling and Texturing High-Poly and Low-Poly 3D

Characters/Creatures for Games, Animation

Designing and Developing Characters and Creatures based on concept/story/images...

Modeling and Texturing Environment Models for Game & Animation (High Poly & Low Poly)

Pro at Topology

## SOFTWARES I USE

Work Experience for about 6 years

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**Autodesk 3ds Max** – 5 Years experience

**Pixologic Zbrush** – 3 Years experience

**Autodesk Maya** – 2 Years experience

**Adobe Photoshop** – 5 Years experience

**Maxon Bodypaint** – 2 Years experience

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## AWARDS

- “Parvaneh: The Great Raid”, Being a Part of the Casual Connect “IndiePrize Showcase | Belgrade” - 2014

Link: <http://indieprize.org/ee/index.html#entry-37>

- “Honorable Mention” Title for “Noble Beast” at CGART.ir Adrian Smith’s “Mythic Warlord Challenge” - 2014

Link: <http://www.cgart.ir/challenges/mythicwarlord/>

-Letter of Appreciation for the Game “Mid-East Revolution” at the “International Digital Media Fair & Festival” - 2011

Link: <http://dmf.farhang.gov.ir/en/news/18130>

- Award for the Game “Lost Soldier” in The Best Student Games Section at the “International Digital Media Fair & Festival” - 2011

Link: <http://dmf.farhang.gov.ir/en/news/18130>

-Letter of Appreciation for the Game “Lost Soldier” For the Best Story in “Student Games Section” at the “International Digital Media Fair & Festival” – 2011

Link: <http://dmf.farhang.gov.ir/en/news/18130>