

SAHIR IRFAN

Portfolio: <https://sahirirfan.carbonmade.com> **Email:** sahirirfan2012@gmail.com **Cell:** 224-735-8430

Education:

DePaul University, Chicago, IL Bachelor of Science in Animation, Game Art Concentration
August 2012 – June 2016 Minor in Game Design

Elgin Community College, Elgin, IL Graphic Design
September 2011- May 2012

Experience:

NetherRealm Studios, June 2016 – March 2017

Injustice 2 - QA Tester (Art Tools)

- Verify new version of the Editor is stable through iterative testing, communicating any issues to the team, regressing through fixes and making tickets
- Assisted Cinema Team during crunch by building cinemas in Unreal with content that was provided
- Tools: JIRA, Unreal, Photoshop, Perforce

Threat Tec, March 2017

Freelance - 3D Artist

- Created low poly building kit with props
- Assembled variations of buildings into prefabs in Unity
- Tools: Maya, Photoshop, Quixel, Unity 5

DePaul Capstone Project, January 2016 – June 2016

Astromus - Environment Artist/Character Artist/ Particle Effects

- Responsible for art assets including modeling, texturing, and animations
- Set dressing environments
- Tools: Unity 5, Perforce, Maya, Substance Suite, Quixel Suite, ZBrush

TM Mapping Team, June 2009 – December 2012

Lumoria, TM Fracture, TM Immolate - Multiplayer Environment Artist

- Created custom multiplayer maps for Halo: Custom Edition
- Held community testing sessions for iterative development
- Tools: 3DS Max, Photoshop, Halo Editing Kit

Software Knowledge:

3D Software: Maya, ZBrush, Mudbox, 3DS Max, Agisoft, Meshlab

Texturing Software: Substance Designer, Substance Painter, Quixel Suite, Photoshop

Game Engines: Unreal Engine 4, Unity 5, UDK, Halo Editing Kit

Achievements:

- Downloads for TM Mapping Team have reached over 101,707 downloads
- DePaul Club Tennis member from August 2012 – May 2016
- Learning 3D Software and Game Engines since the age of 14