


Omid Banaie CG Modeler

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 (818)-618-4163

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CORE QUALIFICATIONS

Strong adaptability to new trends and software
Great skills in coordinating with 3D artistic teams for projects as required
Creating production quality still renders and graphics
Passionate about aesthetics and realistic modeling
Creation of models/assets for game engines
Experience in Character and Prop
and Hard Surface Modeling
Understanding of Game engine
Knowledge of the pipeline
Texturing

3D Modeling Supervisor

Netherly Studios Corp
May 2022-Present
Create 3D assets for a variety of games
Work with a team to make sure they are game ready and import them into the game engine

Computer Repair Specialist

Jan 2015 - Jan 2018 (3 years 1 month)
Service and repair hardware and software for clients


Free Lance Modeler

Jan 2020-Present
Modeling and rendering various models for various customers.

Education

 **California State University, Northridge**
Bachelor's of Arts

Licenses & Certifications

 **3D Character Modeling - CGMA** | Computer Graphics Master Academy
27698

Skills

Pixologic ZBrush • Autodesk Maya • Adobe Substance 3D Painter, Photoshop and After Effects •
Unreal Engine • Unity • Marmoset Tool bag • Blender • Marvelous Designer