

Salman Ahmad

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OBJECTIVE

Implementing my talent and skills through developing groundbreaking 3D art for games professionally.

SKILLS

- Low and High poly modeling
- UV mapping
- Lighting
- Texturing(Diffuse, Normal, Specular maps etc.)
- Concepting

SOFTWARES

Maya, 3DS Max, Adobe Photoshop, Z-Brush, UDK, XNormal

EXPERIENCE

Celeris Inc. (VPool 4)

Sep 2009- Sep2011

Freelance 3D Artist

Contributed to Virtual Pool 4 as a contract 3D artist. Made various rooms for the game working with the Art director to ensure the high quality of 3d model/textures to be used in game.

Liquid Development (FireFall)

Jul 2010- Jun 2011

Contract 3D Artist

Made Highpoly, LowPoly, UVMapping, Texturing, LODs and set up collision meshes for PC game Firefall.

Frantic Games (1944 D-Day)

May 2008- November 2008

Level Modeler

Contributed to independent PC game “1944 D-Day Operation Overlord” as an environment artist.

Accurately modeled various buildings through reference provided by researching team.