

Armin Chaudhry

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Objective:

I want to learn more and more techniques and workflows to improve myself and my principal objective is to obtain a job as an Environment Artist in a nice work environment that will challenge me and help me to grow as an artist.

Summary:

I am a 3D Artist with 3 years modding experience, 4 years as a freelance 2D Artist (Web and Marketing) and I currently work at Crytek Frankfurt as an (Intern) 3D Environment Artist.

I started my 3d education in the year 2008 at the SAE / Qantm Institute in "Interactive Entertainment" with the focus on art (2d and 3d) and I have received the title "Bachelor of Arts Interactive Animation" in May 2011. Moreover, I had been working as a working student at a company called "ADS Avionic Design Service Munich" during the whole of 2010 and working for 3D visualization and marketing for aerospace communication systems.

Education:

SAE Institute Munich in cooperation with the Middlesex University London

Graduation May 2011

Bachelor of Arts in Interactive Animation

Professional Skills:

Painting, High and low poly modeling, Digital sculpting, Human and animal anatomy, Organic and hardsurface modeling, Modeling from references, Cognizance of polygon budgets, Retopologizing, Efficient UV mapping, Texturpainting

Software Skills:

Very good: Autodesk 3dsMax (3 years' experience), Pixologic ZBrush (3 years' experience), Adobe Photoshop (5 years' experience), Crazybump, Topogun, Marmoset, XNormal

Basic knowledge: Autodesk Mudbox, Autodesk Maya, UDK, CryENGINE@3 SDK, Trinigy Vision, C++, Adobe After Effects, Adobe Illustrator

Professional Experience:

Crytek GmbH

(Intern) 3D Environment Artist

March 2012 - Present

- Modeling, unwrapping, texturing of low-poly environment assets and props

Modding Experience:

Tactical Assault - UDK Mod

Environment Artist

October 2011 - Present

- Modeling, unwrapping, texturing of low-poly environment assets and props

Daedalus Immortal Existence - UDK Mod

Concept Artist, Character Artist and Art Direction

June 2010 - May 2011

- Created concept-art for the mood and the environments
- Created 3 characters
- Modeled, Unwrapped, and Textured low-poly game assets and props
- Managed incoming art assets, evaluated, and assigned tasks to other members

Anderwelt - Vision Mod

Environment Artist and Concept Artist

October 2009 - May 2010

- Responsible for the concepts (characters, environment), menu art
- Modeling, unwrapping, texturing of low-poly environment assets and props

Occupational career:

Freelancer

Freelance Web Developer and Graphic Designer

December 2007 – February 2012

- Designing websites, creating artworks and designing advertisement stuff
- Some of my clients: Artoz-Media Kunstageur, Artoz Kunstschule, Fanatsie Theater, Praxis Meermaid, Atelier Rosenroth, Maskotchen Kostüme, the Indie Pen and Paper Game "Banned from Heaven Lay Down Lore" by André Brauckhoff, Russischer Kampfstil eV.Nürnberg, Logotel Software and many more.

ECPE - European Center for Power Electronics

Web-content administration (temp)

November 2011 – February 2012

- Typo3 Administration

ADS Avionic Design Service GmbH

Working Student

March 2010 – June 2010

- 3D visualization and marketing for aerospace communication systems.

Studies:

April 2010 – May 2011

SAE Institute Munich / Middlesex University London

„Bachelor of Arts, Interactive Animation“

Nov. 2008 – March 2010

Qantm Institute Munich

Diploma of Interactive Entertainment

Final grade: 91%

October 2007 – October 2008

one year time-out to earn funds to finance further studies

November 2005 – September 2007

Georg Simon Ohm Fachhochschule Nürnberg

computer sciences

July 2002 – September 2005

städtische Fachoberschule Nürnberg

Degree: Fachhochschulreife (Technik), Final grade: 3.1

July 1994 – September 2002

Rudolfsteinerschule, Nürnberg

Degree: Realschule, Final grade: 2.5

July 1990 – September 1993

Gabelsberger Grundschule, Nürnberg

Language abilities:

Native language: **German**

Second language: **English**