

Ameen Ghazizadeh

Games 3D Artist – Modeling | UI | Blueprints | VFX

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Experience

Octobionic ~ VR Games – Remote, CA (October 2023 – Present)

3D Games Artist

- Concepted, modeled, sculpted, & textured stylized props / characters / foliage / environment assets for commercial use across multiple VR applications, achieving AAA quality in Indie projects
- Solo designed / optimized 3D levels, environments, assets, and gameplay for software & indie applications featured on recent virtual reality hardware (Meta Quest & Apple Vision Pro)
- Specialized in creating optimized assets with low-poly count to maximize VR capabilities in Unity Engine, improving fps 9 % to 12% across all levels
- Participated weekly in playtest sessions and group brainstorms to improve core gameplay

iPerformX ~ Unreal Engine Sims – Newport, CA (September 2022 – October 2023)

3D Games Artist

- Concepted & developed Niagara System VFX in Unreal Engine 5 to support immersion / realism in all associated VR flight simulations, attaining photorealistic quality & fluid gameplay across all levels
- Modeled, textured, animated, & simulated assets (props, characters, etc.) for all playable Unreal Engine 5 levels, reducing level design costs by 10% while scaling level completion rates by 15% per quarter
- Designed & implemented User Interface for menu / level options
- Created & implemented various simulatable levels, wrote / implemented complex gameplay logic through UE Blueprints, and designed photorealistic cinematic sequences for associated levels / loading menus
- Coordinated & received direct feedback from high-ranking military personnel (i.e., Top Gun instructors & officers) in order to improve accuracy / realism within VR simulations
- Collaborated in a diverse multi-national & multi-linguistic team of technical artists, C++ coders, etc.
- Actively participated in daily standups, weekly overviews, client meetings & presentations, team strategy sessions, sprint planning, etc.

Qneuro ~ Unity Mobile – Irvine, CA (June 2019 – August 2019)

Intern / Game Designer

- Wrote & created interactive content for direct player gameplay
 - Participated in weekly meetings and concepting sessions
 - Assisted in retrieving cognitive feedback for improving player interactions
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Education

Gnomon, School of Animation & VFX

1015 N Cahuenga Blvd, Los Angeles, CA 90038

October 2019 – July 2022

Degree – Bachelor of Fine Arts

Concentration on Game Environments

University of California – Santa Cruz

1156 High St, Santa Cruz, CA 95064

September 2017 – June 2019

Major – Art & Design, Games

Concentration on Games & Playable Media

ZBrush · Maya · Unreal Engine 5 · Gaea · Speedtree · Houdini · Nuke · Lua
Substance : Painter & Designer · Adobe : Photoshop, Illustrator, After Effects, Premiere Pro