



AMBREEN AAMIR 3D CHARACTER ARTIST

VISA STATUS

Residential Visa

PROFILE

I am a 3D Generalist with 1 year of experience in product modeling and 2 years as a Junior 3D Character Artist, specializing in stylized characters for IPs (Rhyme). Proficient in Maya, ZBrush, Substance Painter, Marmoset Toolbag 4, with basic knowledge of Unreal Engine 5. Passionate about bringing characters to life and continuously improving my skills.

CONTACTS



+971 56 795 8325



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ambreen.aamir14042@gmail.com



<https://www.artstation.com/amberanime>



Sharjah

EDUCATION

Karachi school of Arts

3D Animation Diploma (2023)
(modelling, uv texturing, lighting, animation)

University Of Karachi

Bachelors of Arts (two-years degree program)
B.A (2021)

Khatoon e pakistan govt.degree college

Intermediate in commerce (2018)

Cantab Grammar School

Matriculation (2016)

SKILLS

- Autodesk Maya
- zbrush
- Un-real Engine 5
- Marmoset Bag tool 4
- Adobe Illustrator
- Adobe Photoshop

EXPERIENCE

- Moonshot Animation Studios
Position: Junior 3D Artist (experience of 2 years)
- Digital Dividend
position: Junior 3d Artist (experience of 2 years)

MOTIVE

My motive is to grow skill level to make better understanding in 3D Artistic world, Being a 3D Artist, my aim is to be master of all tools to be the permanent part of 3d industry.