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|  | | **OLIMJON**  [**OLIMJON.313199@2freemail.com**](mailto:OLIMJON.313199@2freemail.com) | | |  |
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| SUMMARY  An accomplished creative, motivated and passionate 3D Designer/Visualizer Artist with almost five years experience in the United Kingdom, London in Architectural, Automotive and Organic 3D modelling and rendering, a proven ability to develop high quality, life-like 3D Models as well as having a solid understanding of Architectural, Game, Movie art and processes. Possessing the artistic expertise and technical ability required to work closely with designers to create visually stimulating content that will intensify architectural, automotive, organic visualizing, for architectural, game playability or compatible for the live action. Also having extensive knowledge of everything related to 3D computer graphics and a knack of quickly understudying a project mission, vision and values.  Presently he is looking for a suitable vacancy and an opportunity to work closely with a team of qualified and diverse individuals to share the experience for development his professional career further. |

PORTFOLIO

Website: uzvfx.com {under development}

**LinkedIn:** Olimjon Yunusov, **Facebook Page:** UZVFX, **YouTube Channel:** UZVFX, **Vimeo:** Olimjon Yunusov.

PROFESSIONAL SKILLS

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| **Software skills**  Autodesk Maya  Autodesk 3D Max  V-Ray  Mental Ray  Autodesk AutoCAD  PF Track  Adobe After Effects  Adobe Photoshop  Adobe Illustrator | - Advanced  - Advanced  - Advanced  - Advanced  - Advanced  - Advanced  - Advanced  - Advanced  - Advanced | **Advanced Skills**  Hard surface and Organic Modelling  UV Unwrapping  Layout  2D and 3D Texturing  Shading  Look Development  Lightening  Rendering  Compositing |

**Personal Skills**

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| IT skills  Problem solving  Working as team  Meeting deadlines  Communication skills | Skilled  Trained  Efficient  Punctual  Creative | Inspired  Qualified  Confident  Motivated  Enthusiastic |

**Duties and Responsibilities**

* Developing high fidelity, photo-real 3D models of architectural, automotive, and organic.
* Working closely with the architectural teams in the preparation of 3D visualisation. Understand the concepts and initial design intent, and apply this to a graphic representation. This may involve reproducing the architect's concept into a graphic form or may involve interpretation and artistic design ability to represent the ideas in a graphic form and into photo-realistic 3D renderings and animations.
* Reading and accurately interpreting architectural illustrations, 2D CAD files, or other 3D modelling data, as specified within projects and realising those designs as compelling imagery.
* Develop and maintain a software library suitable for architectural rendering needs and applications.
* Assisting the wider teams in refining workflows as well as supporting and training architectural and landscape staff to refine visuals as an integrated element of the design process. Provide efficient modelling and converting of data sets from CAD or other 3D modelling packages.
* Undertaking 2D image compositing, finishing and retouching operations on 3D renderings.
* Exploring new technologies (both hardware and software) to expand HTA's services, improve the quality of visualisations and increase efficiency. This is likely to include new rendering engines, pipelines and assets, as well as emerging trends such as virtual reality.

PROFESSIONAL EXPERIENCE

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| **The Mill Company - London, UK December 2014 – March 2016**  **3D Generalist/Visualizer**  Responsible for 3D modelling, shading, texturing, lighting and rendering for architectural interior/exterior environments, automotive, characters, video games, movies, websites, animation, film effects, broadcast design, television effects, location-based entertainment. The Mill company also had available service to create ready 3D models for geologists, architects, scientists, engineers, healthcare agencies and much more.  **Mayfair Design Studio - London, UK August 2013 – September 2014**  **3D Artist**  Assisting senior artists to work with members of the 3D team on various aspects of the architectural interior design visualisation, including modelling, environment creation, shading, lighting, rendering and compositing. |

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| **Game Design Company - London, UK August 2011 – March 2013**  **3D Modeler & TD**  Working closely with instructional designers to provide creative design expertise and solutions for gaming projects. Contributing to art design concepts in relation to logos, character models, hard surface models and art enhancing the \*look and feel\* of animation. |

EDUCATION

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| **09/2004**  **09/2010**  **01/2011**  **01/2013** | **- 06/2006**  **- 07/2010**  **- 12/2012**  **- 12/2013** | Project Management; Diploma - Tashkent Cinema College; Tashkent, UZ.  Arts And Design; BA – Tashkent Engineering University; Tashkent, UZ.  English Language; Certificate - Edgware Academy; London, UK.  Art and Design Media; Diploma – Blake College; London, UK. |

**LANGUAGES**

**English – Fluent, Russian – Mother tongue, Turkish – Fluent, Arabic – Beginner.**

**REFERENCES**

Available on request