

FAHAD MAHMOOD

Senior 3D Artist

CONTACTS

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PORTFOLIOS

📄 [/fahadmahmood100](https://www.behance.net/fahadmahmood100)
📄 [/fahad2020](https://www.behance.net/fahad2020)
📄 [@fmsculpts](https://www.youtube.com/@fmsculpts)
📄 [/stonedtigers100](https://www.instagram.com/stonedtigers100)

SUMMARY

Accomplished Senior 3D Character Artist with 15+ years of experience crafting stylized and realistic characters for mobile and console games. Adept at sculpting, modeling, UV unwrapping, texturing, rigging, and optimizing assets for real-time engines including Unreal Engine 5 and Unity. Recognized for delivering visually striking, performance-optimized characters under tight deadlines. Strong collaborator with a proven ability to mentor junior artists and contribute to cross-disciplinary pipelines.

EDUCATION

🎓 **BACHELOR OF COMPUTER SCIENCE** 2018
The University of Lahore B+
🎓 **AUTO CAD DIPLOMA** 2009
Peak Solutions College A+

LANGUAGES

● Urdu – Native ● English – Professional

EXPERIENCE

SR. 3D ARTIST OZI Publishing

2025/03 -Present

- Designed and optimized stylized and realistic characters, environments, props, and modular assets for mobile games.
- Created animation-ready assets with efficient topology, including character rigging and simple gameplay animations.
- Implemented scene lighting, light baking, and basic VFX, optimizing lightmap size and bake times for mobile performance.
- Integrated assets into Unity and collaborated with technical teams to meet draw-call budgets and performance targets.
- Consistently delivered high-quality assets under tight deadlines for rapid mobile game releases.

SR. 3D CHARACTER ARTIST Devops Studios Pvt

2020/07 -2024/12

- Sculpted high-fidelity characters in ZBrush and Blender using PBR workflows for mobile and console projects.
- Created detailed, production-ready textures in Substance Painter for real-time integration in Unity and Unreal Engine.
- Built clean topology, optimized UVs, and character LODs to ensure strong deformation, animation readiness, and improved performance (up to 30%).
- Collaborated with rigging and animation teams to deliver motion-ready, stylistically consistent character assets.
- Mentored junior artists and improved production efficiency by establishing streamlined workflows across the art pipeline.
- Consistently delivered high volumes of high-quality assets; recognized with the Creative Wizard Award (2021)

3D MODELER UFI Solutions

2018/09 -2020/05

- Created high-performance 3D models for mobile games, product visualization, 3D printing, and CNC manufacturing using Blender and 3ds Max.
- Developed optimized, UV-unwrapped assets for Unity, maintaining low draw calls and high visual fidelity.
- Implemented PBR materials, texture baking, and light baking using Substance Painter and Photoshop for real-time rendering.
- Supported post-processing and basic visual effects setup in Unity for in-game and visualization scenes.
- Collaborated with project managers and developers to meet technical requirements, visual standards, and tight delivery timelines.

3D CAD DESIGNER FM 3D Designing Works

2012/03 -2017/04

- Designed high-precision 3D CAD footwear mold models in AutoCAD, DellCam and Rhino, delivering tooling-ready files, technical drawings, and STL assets for CNC manufacturing.
- Collaborated with production teams to ensure mold designs met functional, manufacturing, and visual requirements.

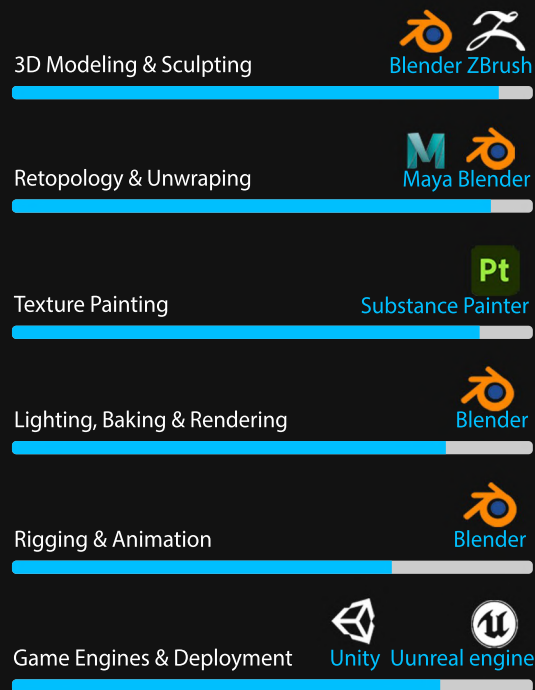
CNC OPERATOR, 3D DESIGNER Sher Khan Diymaker

2009/05 -2012/01

- Programmed, operated, and calibrated CNC machines to produce footwear molds with precise dimensional accuracy.
- Modeled complex forward molds in 3D, prepared them for CNC milling, and ensured quality control by reviewing tolerances and optimizing designs for material flow.



SKILLS



ACHIEVEMENTS



CREATIVE WIZARD AWARD

Devops Studios Pvt

Recognized for producing 3x the volume of high-quality 3D assets while exceeding visual standards at DevOps Studios Pvt.

2021



BEST PROJECT OF THE SESSION

Peak Solutions College

Modeled an award-winning 3D replica of Peak Solutions Campus, recognized as the best project of the session for technical accuracy and visual quality.

2009



KEYWORDS

3D Character Artist, Senior 3D Artist, Game Artist, 3D Modeler, 3D Generalist, Environment Artist, Mobile Game Artist, Real-time 3D Artist, PBR Artist, Digital Sculptor, Blender, ZBrush, Substance Painter, Autodesk Maya, 3ds Max, AutoCAD, Adobe Photoshop, Unity, Unreal Engine 4, Unreal Engine 5, Digital Sculpting, Hard Surface Modeling, Organic Modeling, Low Poly Modeling, High Poly Modeling, Retopology, UV Mapping, UV Unwrapping, Texture Painting, Material Creation, Rigging Ready Models, Light Baking, LODs, Asset Optimization, Normal Map Baking, AO Baking, Game-Ready Assets, Unity Integration, Unreal Engine Integration, Mobile Game Optimization, Draw Call Reduction, Performance Optimization, Modular Asset Design, Shader Optimization, Game Loop Animation, Scene Setup, Real-Time Rendering, Visual Effects, Post-Processing, Asset Implementation

HARDWARE

Fully equipped with a high-performance multi-core workstation, professional-grade GPU, graphic tablet, and reliable high-speed internet. Capable of handling complete remote 3D production pipelines, real-time engine integration, and collaborative studio workflows.

