



# FAHAD MAHMOOD

Senior Character Artist

## PROFILE

As a CAD specialist and 3d Artist with over a decade of experience in the field of 3d arts and design, I have desire to be a part of vibrant and leading organization and to assist the organization in all aspects by utilizing all my skills, knowledge and abilities.

## CONTACT

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- 🌐 Nationality : Pakistan
- ♂ Gender: Male
- 🌐 <https://www.linkedin.com/in/fmdesigner/>
- 📅 18/05/1993

## PORTFOLIO

<https://www.artstation.com/fahad2020>

<https://www.behance.net/fahadmahmood100>

<https://www.youtube.com/@fmsculpts>

## SKILLS

**3D Modeling & Sculpting**

**Anatomy & Emotions**

**Texturing & Shading**

**Lighting & Rendering**

**Asset Optimization**

**UV Mapping & Unwrapping**

**Baking & Map transferring**

**Attention to detail**

**Rigging & Skinning**

**Collaborating**

## WORK EXPERIENCE

### Senior Character Artist

DevOps Studios | July 2020 - Till Date , Lahore, Pakistan

- Sketching the concept art, Referencing for the character.
- Sculpturing the concept for the character.
- Retopology , modeling the character for game engine.
- UV unwrapping , Creating UV's for the Character model.
- Texture Painting, creating Maps for the desired game Engine.
- Rigg the character use available sources.
- Deploy the optimized character to the developers.

### CG Artist

COD- Warlocks | October 2019 - July 2020 , Lahore, Pakistan

- Sketching, Modeling and texturing 3d Characters.
- Sketching, coloring and shading Characters.
- Creating animations for both 2d and 3d Characters for game development.
- Atlas Creating for 3d models.
- Environment modeling, texturing, light Baking, Deploying and optimizing in unity 3d.
- Compositing the final products.
- Evaluate the quality of final products.

### 3d Artist, Active Partner

Ufisol.com | Aug 2018 - Sep 2019, Lahore, Pakistan

- Manage fiverr gigs related to 3d arts which includes communicating and satisfying international customers.
- Managing a team assigned for 3d modeling, texturing, animation and rendering.
- Produce 3d models for products, characters and environments for games, animations and product presentations.
- Find and assign materials for the models to apply texturing.
- Produce environments with professional lighting to enhance representation of textured models.
- Compositing the final products.
- Evaluate the quality of final products.
- Submit the final products and cater the modifications from customers.

## WORK EXPERIENCE

### **CAD Designer, Proprietor**

**FM 3d Designing Works | Mar 2012 - May 2017, Lahore, Pakistan**

- Produce CAD drawings for new or improved products using industry, departmental and discipline standards.
- Design or redesign complex layouts and drawings from general written or verbal specifications from Mold Maker.
- Work with other teams to obtain reference information for drawings.
- Review design layouts to find and resolve problems involving compatibility with basic design concepts.
- Work with engineering and manufacturing team to investigate and resolve problems with existing designs.
- Participate in engineering and manufacturing design reviews to evaluate design concepts and make recommendations.
- Read and understand 2D and 3D drawings.
- Installing and maintaining Delcam Powershape

### **CAM Manufacturing, Programmer**

**SKD Mold Makers | Jan 2010 - Mar 2012, Lahore, Pakistan**

- Analyze job orders.
- Review CAD models and/or blueprints.
- Make calculations to determine where materials should be cut. o Define the best sequence of machining steps, o Decide tools, speeds, feeds, and fixtures to be used.
- Generate program code using computer-aided manufacturing (CAM) software to capture all these decisions.
- Run simulation tests.
- Conduct quality testing and correct/improve program code to increase efficiency, quality and safety.
- Installing and maintaining Delcam Powemill

### **CNC Operator**

**SKD Mold Makers | Jan 2009 - Jan 2010, Lahore, Pakistan**

- Read and interpret blueprints to comprehend work orders.
- Plan machining activities keeping in mind the work orders and engineering plans.
- Refer to specifications, orthographic drawings and reference planes to understand the project effectively.
- Work with geometric dimensions and tolerances to plan machining activities.
- Shape, sharpen and adjust machining tools so that required print tolerance can be achieved.

## EDUCATION

- **Bachelor of Computer Science**  
The University of Lahore, Lahore, Pakistan | 2013 - 2018  
CGPA : 3.04
- **Hardware & Networking (Short Courses)**  
Peak Solutions College, Lahore, Pakistan | 2009 - 2009  
Grade A
- **AutoCAD, Architecture (Short Courses)**  
Peak Solutions College, Lahore, Pakistan | 2009 - 2009  
Grade A +

## COMPETENCIES

- Expertise in character design, from concept to final illustration, including anatomy, expressions, and clothing.
- Skilled in 3D character modeling and sculpting with ZBrush, Maya, and Blender.
- Experience in texture painting and material creation for realistic anime and stylized characters.
- Strong understanding of character anatomy and posing to convey personality and emotion.
- Ability to design characters with consideration for animation rigging and performance.
- Knowledge of facial rigging and expression techniques for 3D characters.
- Strong communication and collaboration skills within a production pipeline.

## SKILLS

- **Sculpting:** I can sculpt high detailed organic and hard surface characters, products and 3d printables using blender and zbrush.
- **Retopology:** I can create very optimized mesh containing clean topology suitable for games and animations using Blender and Maya.
- **Unwrapping:** I can unwrap any 3d object in to maps with very low vacant spaces using Blender.
- **Baking:** I can bake high detailed sculptures on to unwrapped retopologised models upto 8k resolution maps using Substance Painter.
- **Texturing:** I can 3d Texture and Paint in Stylized, Realistic and Toon art styles using Substance Painter.
- **Rigging:** I can rig Characters and Models as well as Inverse Kinematic and Forward Kinematic Controllers using Blender.
- **Blendshapes:** I can create Facial blendshapes or expressions for rigs and game optimization.

## CORE COMPETENCIES

- 3D Modeling & Sculpting: Skilled in creating high-quality 3D models and assets using ZBrush, Maya and Blender
- Texturing & Shading: Proficient in texturing and material creation
- Lighting & Rendering: Expertise in lighting, shading and rendering
- Performance Optimization: Able to optimize models and textures for real-time performance in games and interactive media.
- Collaboration: Effective in cross-functional teams, ensuring assets meet artistic and technical requirements.