

SEMIR SALEH

3D/VFX artist

Objective

Looking to work in a professional team based environment where I will be challenged on a daily basis, and improve my artistic, creative and 3D skills.

Profile

A dedicated and enthusiastic young professional who is committed to delivering the highest quality work to a deadline. I can demonstrate a natural ability to problem solve and adjust to new methodologies while working within a team environment. Attention to detail and a strong ability to focus under pressure are skills that are complimented by a positive attitude and an eagerness to succeed.

Skillset

- Modelling -**
 - Create clean, high resolution production level models that have a tidy polygon topology.
 - Unwrap UVs for a range of model types .
 - Sculpt very high resolution details onto models using programs such as Zbrush and Mudbox to create displacement and normal maps.
- Texturing -**
 - Create Photorealistic textures efficiently for hard surface and organic models.
 - Use Mental Ray's SSS shaders to create realistic looking skin and other translucent materials.
- Rigging -**
 - Rig props and characters that are either mechanical or organic.
 - Create corrective blendshapes and blendshape based facial rigs. I also have experience using Michael comet's PoseDeformer plugin for creating pose space deformations for characters and creatures.
 - Setup the clothing of a character to be dynamically simulated using Maya's Ncloth system.
- Dynamic fx -**
 - Create realistic liquid effects and complex rigid body simulations using realflow.
- VFX -**
 - Matchmoving
 - Compositing
 - HDR panorama creation

Education

2005 – 2008 Bachelor of arts degree in Digital animation with honors, from the University of Hertfordshire
2003 – 2005 A Levels - Photography, Philosophy, General studies
2003 GCSE's - Maths, Physics, Biology, English, Media Studies, physical education

Software

Maya, Softimage, Mudbox, Zbrush, Photoshop, Bodypaint, UV Layout, Boujou, Nuke, Realflow, Crazybump, Frantic film's Deadline, mental ray, Renderman for Maya, Imagineer's mokey, Imagineer's Motor

Achievements

A short film named "Smile" which a friend and I worked on has been shown at the following places:

- University of Hertfordshire animation film festival 2008
- "Ronnie Scott's" to a 200+ audience - the event is called 'The Soundtrack'(soho jazz bar in London) Frith street
- Animahenasyon (Philippines) Filipino animation festival
- Future Shorts - Apple Mac Flagship in Regent street, London
- Rank 20th place out of 1790 short animations in Aniboom
- Our film has also been recently invited to enter the following film festivals:
The International Festival of Cinema and Technology
Animazing Spotlight Festival

A tutorial I have written entitled " UV mapping techniques and workflow " has been published on these sites:

- www.3dtotal.com
- www.highend3d.com
- <http://area.autodesk.com>