

Akbar Erabiyan

3D Character Artist

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Work Experience

3D Character Artist, Electronic Arts (EA)

April. 2018 – Present, Vancouver
•Unannounced Project



3D Character Artist, Electronic Arts (EA)

Jan. 2017 – Jan. 2018, Vancouver
•FIFA
•UFC 3



Senior 3D Character Artist, The Sequence group

Oct. 2016 - Dec. 2016, Vancouver
•worked on character for STAR WARS: COMMANDER ROGUE ONE EXPANSION



3D Character Artist, Icon Creative Studio

Feb. 2016 - Jun. 2016, Vancouver
• High poly modelling, sculpting, retopology, UV mapping and texture painting on characters for "ICARUS Online". cinematic trailer
• Character modelling, retopology, UV mapping and texturing on "ELENA" Disney Junior Channel.



Senior 3D Character Artist, Lexip Games

Jul. 2015 - Dec. 2015, IRAN
• Created multiple low polygon characters for "The Dark Wings" game.



Instructor, Pooyanama Academy

Jun. 2014 - Nov. 2015, IRAN
• Teaching ZBrush and sculpting techniques.



Senior 3D Character Artist, Lotus Games

Nov. 2013 - Mar. 2014, IRAN
• High resolution sculpting, low poly modelling and normal mapping and texturing.

3D Character Artist, Pooyanama Pictures

Nov. 2009 - Feb. 2010, IRAN
• Creating characters for "Power of Peace" animation.



Freelance 3D Character Artist

Aug. 2009 - Present
• Character and creature modelling for games, animations, and commercials.

3D Character/Environment artist, Roya Pardaz Studio

Jan. 2009 - Mar. 2009, IRAN
• Character and environment modelling/texturing.

3D Generalist at Sahand Studio

Oct. 2007 - Dec. 2008, IRAN
• 3D modelling, texturing, UV mapping, lighting, rendering, baking as well as leading a small team to produce a 40 min. animation about the city of Isfahan.

Skills

- Sculpting high resolutions character in Zbrush.
- Modeling quickly and efficiently in Maya and 3Ds Max.
- Uving complex models inside of Maya
- Painting textures for characters and props inside Substance and Mari.
- Quickly retopologizing models inside of ZBrush, Maya and Topogun.
- Generating maps (Displacement, Normal, AO, etc.) inside of Zbrush, Marmoset.

Software Knowledge

- ZBrush
- 3Ds Max
- Maya
- Photoshop
- Topogun
- Mari
- Substance
- Arnold
- Vray
- Redshift
- Yeti
- Unreal
- Marmoset

Summary of Qualifications

- Strong understanding of artistic anatomy and form, both human and creature.
- Self-taught artist with ability to adapt, improve and learn new workflow and tools.
- High experience with problem solving and creative solutions.
- Organized and managed timelines to ensure all works are completed and submitted on schedule.
- Revised, edited and modified sketches or models as indicated by the director or creative team.

Education

Bachelor of Information Technology (IT), IAUSH University
2006-2010, Iran