

Contact

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Top Skills

Autodesk Maya
3D
Autodesk 3ds Max

Languages

English (Full Professional)
Persian (Native or Bilingual)

Honors-Awards

Certificate of Excellence

Mohsen Bizar

Founder - Abstract Frame Inc
Los Angeles, California, United States

Summary

Since 2002, I've carved my niche, starting as a film editor and later transitioning to a 3D Generalist. Skilled across the production pipeline—from visual storytelling in Previs and Techvis to on-set Real-time technology and post-production look development. My experience also spans Virtual Reality and product rendering. I bring a proven ability to manage complex animation projects within stringent deadlines. Always eager to learn, I'm keen on embracing emerging technologies and broadening my expertise in both 2D and 3D applications. My optimism, self-motivation, and leadership are evident whether I'm working solo or as part of a team.

Experience

Abstract Frame

Founder - Senior 3D Artist
June 2014 - Present (9 years 7 months)
Los Angeles, California

Virtual Reality content

-Nowruz Immersive experience

<https://www.abstractframe.com/nowruz>

-Infinite Playa Universe (The Burning Man Metaverse)

<https://www.infiniteplaya.com/>

-UMG Metaverse

Not released publicly yet

Netflix

Senior 3D Artist
April 2023 - October 2023 (7 months)
United States

Senior 3d Artist Avatar: The Last Airbender

Ghost VFX

Senior 3D Artist

May 2022 - March 2023 (11 months)

3D Generalist tasks, Modeling, LookDev, Lighting for Walking Dead, Fear of the walking dead and True Lies

Apple

Senior 3D Artist

January 2022 - March 2022 (3 months)

FuseFX

Senior 3D Artist

April 2021 - February 2022 (11 months)

Method Studios

Senior 3D Artist

March 2021 - April 2021 (2 months)

FuseFX

Senior 3D Artist

February 2020 - February 2021 (1 year 1 month)

Modeling, LookDev, Lighting and Rendering

Scanline VFX

Senior 3D Artist

October 2019 - December 2019 (3 months)

Lighting, Rendering

Legendary Entertainment

Senior 3D Artist

July 2018 - August 2019 (1 year 2 months)

Greater Los Angeles Area

Previz/Postviz Generalist

Scanline VFX

Senior 3D Artist

May 2017 - April 2018 (1 year)

Los Angeles, California

Generalist, scene assembly, lighting, rendering, look dev

FuseFX

Senior 3D Artist

July 2016 - November 2016 (5 months)

3D Generalist

Modeling, Look Dev, Lighting and Rendering

Uncharted Territory

Senior 3D Artist

January 2015 - February 2016 (1 year 2 months)

Greater Los Angeles Area, Albuquerque New Mexico

Previz / Postviz / Final Modeling, Texturing, Animation and Rendering.

Fume FX & ParticleFlow

PIXOMONDO

Senior 3D Artist

October 2014 - January 2015 (4 months)

Modeling, Texturing, Animation, Particle Effects, Lighting, Rendering

Blur Studio

Senior 3D Artist

June 2014 - August 2014 (3 months)

Greater Los Angeles Area

Scene Assembly

The Refinery Creative

Senior 3D Artist

December 2013 - May 2014 (6 months)

Greater Los Angeles Area

Modeling, Shading, Animation, Lighting and Rendering

Mirada Studios

3D Artist

March 2013 - May 2013 (3 months)

Greater Los Angeles Area

Responsible for Modeling, Lighting and Texturing

LAUNDRY

FX Artist

January 2013 - January 2013 (1 month)

PFlow, Fume FX, Krakatoa

Mirada Studios

3D Artist

October 2012 - November 2012 (2 months)

Greater Los Angeles Area

3D Generalist, Modeling, Animation, PFlow, Frost, Krakatoa, Fume FX, Vray

Diesel FX

3D Artist

April 2012 - August 2012 (5 months)

Greater Los Angeles Area

Environmental Modeling and Texturing, Lighting and FX (Fume FX, Frost, Particle Flow)

Ifa Tasvir

CG Supervisor

May 2011 - September 2011 (5 months)

Tehran

- 3D Supervisor and Project manager for the project "Metropolitan Crisis"
- Technical Director of a cartoon animation project for 12 episodes

Irnia Animation Studios

Founder, CG Supervisor

August 2010 - September 2011 (1 year 2 months)

Tehran

- Visual Effects supervisor for the movie "Heaven"
- Director of 24 episodes of educational cartoon animation for earth quake ordered by Tehran's Municipality Department

Beetle Studios

Co-Founder, 3D Lead

June 2005 - August 2008 (3 years 3 months)

Tehran-Iran

- Concurrently managed and supervised simultaneous projects
- Successfully completed and managed a Feature Film in a period of 6 months
- Managed a team of more than twenty personnel and completed the given projects under deadlines
- Successfully produced animation projects for the organizations below:
 1. Saba Film Production (Feature Film)
 - Production Manager, Technical Director, CG Supervisor, 3D Generalist
 2. Saba Film Production (7 Shorts)
 - Production Manager, CG Supervisor, 3D Generalist,
 3. Tehran's Municipality Department (Two Projects)
 - Production Manager, CG Supervisor, 3D Generalist,

4. Iran's Channel Two (5 Episodes)

- CG Supervisor, 3D Generalist

Sayeh Roshan TV Production

Film Editor, 3D Artist

June 2002 - May 2004 (2 years)

Tehran-Iran

- Edited TV Programs, Commercials and Short Films for Iran's TV Network
- Edited 66 Episodes of Documentary programs for Channel 4, Iran's TV Network
- Behtak Ice Cream commercial

Education

Limkokwing University (Bachelor of Arts (Hons) Animation)

Bachelor of Arts, Animation · (2008 - 2010)

Tehran International School

High School Diploma · (2001 - 2003)