

Mohsen Bizar

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Summary

- Started his career from 2002 as a Film Editor and 3D Generalist
- Experienced in all production pipeline, from Previz to post production including on set.
- Proven ability of managing complex animation projects under strict deadlines
- Hard worker, Optimist and with the ability to work both individually and as a team
- Highly organized, motivated, self learner and strong leadership characteristics

Experience



Senior 3D Artist

Ghost VFX

May 2022 - March 2023 (1 year 1 month)



Metaverse Developer Abstract Frame

Jun 2014 - Present (8 years 10 months)

Developing 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



Senior 3D Artist

Apple

Jan 2022 - Mar 2022 (3 months)



Senior 3D Artist

FuseFX

Apr 2021 - Feb 2022 (11 months)



Senior 3D Artist

Method Studios

Mar 2021 - Apr 2021 (2 months)



Senior 3D Artist

FuseFX

Feb 2020 - Feb 2021 (1 year 1 month)

Modeling, LookDev, Lighting and Rendering



Senior 3D Artist

Scanline VFX

Oct 2019 - Dec 2019 (3 months)

Lighting, Rendering



Senior 3D Artist

Legendary Entertainment

Jul 2018 - Aug 2019 (1 year 2 months)

Previz/Postviz Generalist



Senior 3D Artist

Scanline VFX

May 2017 - Apr 2018 (1 year)

Generalist, scene assembly, lighting, rendering, look dev



Senior 3D Artist

FuseFX

Jul 2016 - Nov 2016 (5 months)

3D Generalist

Modeling, Look Dev, Lighting and Rendering



Senior 3D Artist

Uncharted Territory

Jan 2015 - Feb 2016 (1 year 2 months)

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

Fume FX & ParticleFlow



Senior 3D Artist

PIXOMONDO

Oct 2014 - Jan 2015 (4 months)

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



Senior 3D Artist

Blur Studio

Jun 2014 - Aug 2014 (3 months)

Scene Assembly



Senior 3D Artist

The Refinery Creative

Dec 2013 - May 2014 (6 months)

Modeling, Shading, Animation, Lighting and Rendering



3D Artist

Mirada Studios

Mar 2013 - May 2013 (3 months)

Responsible for Modeling, Lighting and Texturing



FX Artist

LAUNDRY

Jan 2013 - Jan 2013 (1 month)

PFlow, Fume FX, Krakatoa



3D Artist

Mirada Studios

Oct 2012 - Nov 2012 (2 months)

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



3D Artist

Diesel FX

Apr 2012 - Aug 2012 (5 months)

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



CG Supervisor

Ifa Tasvir

May 2011 - Sep 2011 (5 months)

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



Founder, CG Supervisor

Irnia Animation Studios

Aug 2010 - Sep 2011 (1 year 2 months)

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

Education

Limkokwing University (Bachelor of Arts (Hons) Animation)

Bachelor of Arts, Animation

2008 - 2010

Tehran International School

High School Diploma

2001 - 2003

Skills

3D Studio Max • Maya • Vray • Unreal Engine • After Effects • Nuke • Premiere • Photoshop
• Substance Painter • Zbrush • Davinci

Honors & Awards

Certificate of Excellence - Limkokwing University

Jul 2010

For active involvement in the University's Industry Projects to sharpen skills and knowledge in specialized areas through collaborative work with industry partners