

REZA SEDGHI

D I G I T A L S C U L P T O R



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PROFILE

I am a 3D Artist and Digital Sculptor from Iran. I have been working as a freelancer mainly in character development and 3D Illustration, therefore I have created characters for mostly Collectibles industry, video games and animations. I also do traditional Sculpting for my personal artworks

SKILLS

- Digital Sculpting
- 3D Modeling
- Texturing
- Model Preparation for 3D Print
- Character Designing

EXPERIENCE

FREELANCE, SELF-EMPLOYED

Digital Sculptor / Character Artist
October 2020 -Present

- 3D Modeling for ACrush

FIRST4FIGURES

Digital Sculptor / technical artist
November 2018 - October 2020

Notable works that I've Done/was a part of making was:

- Nameless King from Darksouls III, War from Darksiders, Skull Knight and Femto from Berserk, Death from Castlevania and many others.

FREELANCE CHARACTER ARTIST

Digital Sculptor / Character Artist
October 2014 - November 2018

Notable works that I've Done as a Freelance Character Artist was:

- Creating Tutorial of "Reconstruction of Vestal Virgin Statue" for 3D Artist Magazine
- 3D Illustration of Medusa on her Throne for "Working Title" Fantasy Video
- Creating the Tutorial of "Medusa on her Throne" for 3D Artist Magazine
- 3D Illustration of "In the Presence of Vadim"

EDUCATION

HOME SCHOOLED

Diploma, Computer Graphics

DEEDEMA GAME STUDIO

3D Supervisor

May 2018 - August 2018

- I was Responsible as CG Supervisor for creating the Cinematic Trailer for "Hardambil" Video Game. I've done Modeling, Character Posing, additional Sculpt, Texturing, Shader Setup in V-Ray, Look Dev, Hair Grooming, Lighting TD and Camera Animation.

BEARDED BIRD GAME STUDIO

Team Lead

June 2014 - October 2014

- Team Lead in the Mobile Game "The Great Raid"

BEARDED BIRD GAME STUDIO

3D Artist

June 2013 - July 2014

- Worked as Texture Artist, 3D Modeler(Character, Environment & Assets) and Level Artist (which includes Environment art & Lighting) in the PC Game "Parvaneh: Legacy of the Light's Guardians"

CRAZY PIXEL STUDIO

3D Character Artist

June 2012 - June 2013

- 3D Character Artist in the PC Video Game "Raz-e Roshan"