

Adrian shams

HARDSURFACE GAME ARTIST

Summary

Hi. my name is Adrian shams I'm originally from the middle east, I'm a 3d artist specialized in creating hard surface 3d models for video games. As a kid, I developed a tremendous amount of love and passion for video games, and that thrives me in the industry and makes me who I am, a dedicated and self-motivated 3d game artist. I injected the same level of love and passion I have for video games into my models that I pay extra attention to every detail with extra care to deliver high-quality assets on time. I bring love, respect, and laughter to anyone around me and try to get as much feedback as possible to improve my assets. my art style is mostly realistic and my favorite art style is sci-fi /apocalypse.

Software

Primary

- Maya
- 3ds Max
- zbrush
- substance painter
- marmoset

Secondary

- photoshop
- unreal
- unity
- keyshot
- premier

EXPERIENCE

- Vehicle artist for shofer racing mobile game at zhoori maang entertainment in 2013
- bachelor degree in Animation at 1st Semester 2013 graduated in 22.9.2018
- Working on a variety of 3d jobs animation, rigging, exterior design in freelancer.com from 2014 to 2016
- Environment/prop artist in 2018 to 2020 at mahyarproduction on unreleased title
- Real time game asset creation using current industry standard workflow at cgtrader in 2019 to 2021
- Retopology cat file to real time game assets for viscircle in 2020
- Created over two hundred 3d tutorials on youtube and other platforms in 2021 to present
- Created my website and working on a various personal project in 2020 to present

Contact details

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