

Amin Ahmed Farid

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Summary

Authorized to work in the US and UK (dual national). 2 years of experience in animation with Maya. Collaborated on short films, studied computer science for two years and did five years of freelance photography. Looking for a Lighting or Rigging position to grow, leading into cinematics.

Education

Savannah College of Art and Design (SCAD)
CGPA: 3.7

Bachelor of Fine Arts Technical Animation
Graduated: June 2024

Experience

Overcast – Short Film | Savannah, GA
Co-Producer, Technical Animator

April, 2023 - June, 2024
(Film successfully completed)

- Facial rigged all 4 characters in Maya in 2 months, including weight painting and re-topology
- Created cloud simulations for characters and environment, and lighting for 10+ scenes in Houdini
- Created team guides for Houdini and Nuke resulting in improved shot turnarounds
- Managing and organizing Dropbox and Shotgrid, checking team morale, supervision of turnaround

Horizon Ventures – Game Studio | Karachi, Pakistan
Technical Animation Intern

July, 2023- August, 2023
(Game shelved after prototype)

- Modeled 3 characters and environment assets, allowing project to meet internal deadline
- UV unwrapped, texture assistance and taught in house artists Substance Painter
- Custom weight painted lead character, adjusted rigs, blend shapes and animations for final build

Speed Dating – Short Film | Savannah, GA
Technical Animator

March, 2023 - May, 2023
(Film successfully completed)

- Worked in Maya to create cloth and liquid sims for modeling and animation
- Used Maya and Arnold to create light set ups for environment and scene lighting
- Created a rig for the main character from which select components were utilized for the final rig

Tintash – Game Studio | Remote/ WFH
Art Team Intern

August, 2021- December, 2021
(Transitioned to studies at SCAD)

- Added lights and designs to 3D assets, implemented approved assets in game
- Created game environments in Blender & Unity for use in client presentation environment
- Researched assets for inspiration to use in the game environment

Skills

Technical

Lighting Arnold & Redshift
Cloud Simulations
Look Development
Facial Rigging
Retopology
UV Mapping
3D Sculpting & Modeling
Linux Operating System

Software

Autodesk Maya
Substance Painter 3D
Maxon Zbrush
Autodesk Shotgrid
SideFX Houdini
The Foundry Nuke
Adobe Photoshop
Adobe Premiere Pro

Languages

English (Native)
Urdu (Native)
German (Intermediate)

Python Coding Language
C++ Coding Language