

PERSONAL INFORMATION:

MAHMOOD HASANZADEH

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Sex Male | Date of birth Wednesday, September 3, 1993, | Nationality Iranian

Skills:

VFX Artist with focus on character work (Rigging and technical Works and Also Modeling, grooming, cloth, ...)
Maya Tools Developer (c++, python, Mel) and Nuke (Python API)
C++ and python programming (unreal engine, OpenGL, ...).
Web development (PHP, JavaScript, HTML, MySQL)
Excellent understanding of 3D math.

Software:

MAYA (Arnold Render, xgen...), Substance Painter, ZBrush, Unreal Engine, Nuke, Visual Studio.

Work Experience:

- Duration 1 yr 6 months, full-time, 3d artist, Rigger and developer in AlZahra Studio. <https://alzahravfx.com/>
- More than seven years **freelance** (Tools Developer, Technical Director, Rigging (Game and Animation), Modeling-Hair Grooming...)
- Duration 1 yr **Web development** (PHP, JavaScript, HTML, MySQL)
- Worked on over 140 minutes of animation as technical Artist (rigger, tools developer,) and 3d artist and advice a team with about seventeen members for example in 100 min the Fananees series [Fananees](#)
- I have written many tools and programs for the animation and VFX industry, as well as for web design
- Worked on special effects for over 20 films.

Current Position:

Supervising and working as a Technical Director on a professional six-minute short animation and a feature-length animation, character setup and rigging for a feature-length animated movie, and developing tools for commercial products.

Some Personal or Programming Experience:

I have worked on writing a procedural modeling system plugin for Maya for months. And I believe it looked like the "geometry nodes system" blender software but I dropped it because I need money and I felt I could not compete with Autodesk and his Bifrost tools <https://www.artstation.com/artwork/Jlg6Rn>

I later started writing plugins for generating ivy and tree by C++ and python that user can customize them with python.

<https://mh999.gumroad.com/l/tmjov> <http://mh666999.xyz/?download=ivy002>

The Lip Deformer(C++ Plugin) [The Lip Deformer](#)

A python script for Maya Play blasting process <https://mh999.gumroad.com/l/pmvsh>

Modeling, Rigging & Cloth Setup for 40+ Characters | Upcoming Animated Feature Film (Private link available upon request)

Education:

Studied Mathematics and Physics in high school, and Mechanical Engineering at the university.

Interests:

Studying fantasy novels like 'The Lord of the Rings' and 'His Dark Materials'. Studying in the field of cinema (directing and screenwriting). Working on my own personal short animation, tools and novel.

Demo work: <https://www.mh666999.xyz/?demo=33>

More Link:

<https://www.artstation.com/mhasanzadeh> , <https://vimeo.com/357176800>

<https://www.linkedin.com/in/mhasanzadeh999/> , <https://www.instagram.com/mhasanzadeh999/>