

Taemoor Khan Game Artist & Graphic Designer
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UK work permission: (NIN: SK163715D)
Languages: English & Urdu Spoken & Written

Objective To be a part of a talented team contributing into Design & Production of Game Content, implementing my Skills, Education & Experience in Design, Modeling & Texturing.

Credits & Projects

Lead Artist/ Art Manager The Orb And The Oracle. announced winter 2008 ©Dream Catcher Interactive/ Jowood Production.
3D Artist Dungeon Lords Collector's Edition. Shipped 2006 ©Dream Catcher Interactive.
3D Artist Dungeon Lords. Shipped 2005 ©Dream Catcher Interactive.
3D Artist NBA Basketball 2005. Shipped 2005 ©Blue Heat Games. Mobile phone device Game.
Lead Artist Leica Dozer Training Simulation © Leica Geosystems.
Lead Artist Leica Grader Training Simulation © Leica Geosystems.
Lead Artist FATS Animation System Project ©FATS USA (50+ military civilian characters).
Lead Artist Island Iwojima Military Simulation ©FATS USA.
Lead Artist PCG High-Def Boat for Coast Guard Simulation ©FATS USA.
3D Artist High-Def Soldier for MOUT© (Military Operations Urban Trainer) ©FATS USA.
3D Artist PCG (coast guard) Simulation © Characters ©FATS USA.
Sr Texture Artist Props For MOUT. Mid Eastern Urban war zone ©FATS USA.
Sr Texture Artist Malaysian Terrains Data System for firearm testing simulation ©FATS USA.
Lead Artist Asset Creation real-time content in real world images ©Wireframe Interactive.
Designer GamerLog© Software UI Design ©Interpret,Ilc.
Designer Leica© Web Portal Design ©Leica Geosystems (Online Interactive Solution).
Designer Website Wireframe Interactive © Wireframe Interactive Atlanta GA USA.
Designer Various Web and Design Projects for Silicon Trends© over the years.
Designer Various Design & Interactive 3D Design/content Creations for Evolve© over the years.

Career History

- *Nawish Advertising Company*: Design House in London Joined as Designer in July 2008
- *Value TV*: Pakistani Real Estate Channel. Worked during March/April 08 on Contract as CG Supervisor.
- *Wireframe Interactive*: Game simulation development company US/Pakistan, joined in Early 2003 as Texture artist and became Lead Artist in Oct 04. Left in early 2008 as Art Manager.
- *Silicon Trends*: Web Design & Development Company Joined in 2002 as Designer left in early 03.
- Various Clients as Free Lancer: *Eilaf Media Services UK, Evolve Pakistan, Webco Pakistan, RSS Pakistan.*

Education BFA. Bachelors of Fine Arts. Dec 2004 (Design), B.Sc. (Mathematics & Physics). in 2000

Tools, Technologies & Software Skills

3D	2D	Game & Web	Other
3dsmax ■■■	Photoshop ■■■	Oblivion's Editor ■■■	Alien Brain ■■■
ZBrush ■■■	Adobe Premier ■■■	UT2004 Editor ■■■	MS Project/Word ■■■
Body Paint 3D ■■■	After Effects ■■□	Dream Weaver ■■□	Windows ■■■
VUE ■■□	Sketchbook pro ■■□	Mocap-GpsyGiro ■■□	Mac OS ■■□
Maya ■□□	Quark Express ■■□	Wacom Intuse ■■□	Linux ■■□
Blender ■□□			Minolta X300 SLR ■■■

Skills & Expertise

- *Design, Visualization, Creation* of Game content with Specialty in All Types of Environments.
 - Free Hand Drawing, Human Anatomy, Architecture & Perspective
 - Modeling Low poly and Zbrush high-def sculpting for hard surface and organic objects
 - Texturing manual painting and Procedural Complex materials and shaders.
- Very good *communication skills*, conveying and perceiving complex ideas quickly and dealing with off shore teams and clients on daily basis.
- Ability to Learn new things, solve Problems quickly and to find permanent solutions for everyone.
- 4 years experience of Training/Leading/managing a team of more than 20 artists.
- Designing UI, Layouts for Print, Web, TV and Interactive Media

Reference is available upon request