

# Taemoor Khan

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St John's NL. Canada A1C 3G1

My objective is to continue my career as Game Environment/World Artist or similar. I have great passion for Games and for my work. I want a challenging, exciting and fun loving environment. Over the years I have mastered my skills and expertise in Design, Modeling/Texturing, Rigging for realistic game artwork. But I am passionately enjoying diversity in style these days here at my current job☺

## Experience & Career

I have 8 years experience in creative media, last 7 years in games & simulations.

Since March10  
*Lead Artist*

“Other Ocean Interactive“

St John's NL. Canada

Working on more than one projects at the moment.

1½ years Jul08-Feb10

“Freelance Artist“

London, UK

- Created Variety of 3D content for different clients Including UI, Environments & Characters
- Made Websites, IDs and Promos as Designer.

4 ½ years Jun03-Jan08

“Wireframe Interactive Inc“

Lahore, PAK

*Intern Texture Artist > Texture/Modeling Artist > Lead Artist/manager*

- The Orb And The Oracle Announced 2009 ©Dream Catcher Interactive Jowood Production (Mo/Rpg)
- Dungeon Lords Collector's Edition Shipped 2006 ©Dream Catcher Interactive (Mo/Rpg)
- Dungeon Lords Shipped 2005 ©Dream Catcher Interactive (Mo/Rpg)
- NBA Basketball 2005 Shipped 2005 ©Blue Heat Games (Mobile phone sports game)
- Leica Dozer Training Simulation © Leica Geosystems (High end 3D Simulation)
- Leica Grader Training Simulation © Leica Geosystems (High end 3D Simulation)
- Animation System Project (High fidelity 40+ Characters) (confidential Military Simulation US)
- Island Iwojima Military Simulation (Realistic Environment) (confidential Military Simulation US)
- PCG High-Def Boat for Coast Guards' Training Simulation (confidential Military Simulation US)
- High-Def Soldier for MOUT© (Military Operations Urban Trainer) (confidential Military Simulation US)
- PCG (coast guard) Simulation Characters (confidential Military Simulation US)
- Props for MOUT Mid Eastern Urban war zone (confidential Military Simulation US)
- Malaysian Terrains Data System 5 Realistic Open Environments (confidential Military Simulation US)
- Asset Creation real-time content composited on real world images ©Wireframe Interactive
- GamerLog© Software UI Design ©Interpret,llc.
- Leica© Web Portal Design ©Leica Geosystems (Online Interactive Solution)
- Website Wireframe Interactive © Wireframe Interactive Atlanta GA, USA

Current since Feb09  
*3D Artist Volunteer*

“MTA International Studios“

London(UK) & Toronto(CA)

I work as volunteer for this charity organization's TV channel for their graphics work.

2 months Feb/April 08  
*CG Artist*

“Value TV“

Lahore PAK

Worked as CG Artist and motion graphics artist

4 months Aug02 – Jan03

“Silicon Trends“

Lahore, PAK

Various Web and Design projects for Silicon Trends, It was my first job as part time Graphic Designer.

5 years 2003-2008

“National College of Arts University“

Lahore, PAK

- Visiting Faculty Member Multimedia (Modeling, Texturing & ZBrush) for 5 years

Other

“various”

- Various Clients as Free Lancer: Apricot Media, Eilaf Media Services, Evolve Pakistan, Webco Pakistan, RSS Pakistan.

## Skills

*Primary:*

World Art production (Modeling, Texturing, UV, Collision, Design & Style Development for Environments)  
Art/Team Management (training & managing an outsourced art team(s).)  
Multitasking, Team Player, Very High attention to detail, Communication, Custom Tools

*Secondary:*

Characters, Vehicles, Level Design (Concept, Prototyping, Layouts), Rigging/Setup and Animation.  
Documentation (experience of writing detailed technical guides/Examples for internal and outsourced artists/team)

## Programs/Software

X(expert) R(respectable)

**3D:** 3DSMAX= X, ZBrush= X, Maya= R

**2D:** PhotoShop= X, AfterEffects= R

**Game:** UE III= R, Marmoset= R

**Web:** Dreamweaver= R, HTML/CSS/Joomla= R

**Other (regular user):** MS Word/Project, Alien Brain, Ubuntu, PFlow+FFx, VUE, Bodypaint, XNormal

## Education

National College of Arts Lahore, Pakistan

- **Bachelor of Fine Arts – Communication Design Major (2004)**

Punjab University Pakistan

- **Bachelor of Science – Mathematics and Physics Major (2000)**

## Interests

- [max and maya](#) An ongoing reference blog that I am creating for everyone
- Sculpture, C++, MEL, Python, Reading, Photography, Finance, walking in mountains, keep learning