

## 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:

- More than six years freelance (Tools Developer, Technical Director, Character: Rigging (Game and Animation)- Modeling-Hair Grooming-Texturing...)
- Duration 1 yr 6 mos, full-time, 3d artist, Rigger and developer in Alzahra Studio. <https://alzhavravfx.com/>
- Duration 1 yr Web development (PHP, JavaScript, HTML, MySQL)
- student for more than three years.
- Worked on over 140 minutes of animation as technical Artist (rigger, tools developer,) and 3d artist and advice a team with about seventeen member 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, 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>

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

## 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 and programs.

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

## More Link:

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

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