



# HASSAN K. REZAKHANI

3D Artist

## PERSONAL INFO

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## SKILLS

Teaching and Research  
 Photorealistic and Real-Time Rendering  
 Render Engines, Lighting and Texturing  
 Game Engine, Unreal  
 Hard Surface and Character Modeling  
 3D Scanning by Photogrammetry  
 MEL and Python Programming  
 Previsualization  
 Webmastering  
 Computer Hardware

## SOFTWARE

Maya

Mudbox

Fusion

UE4

V-Ray

S. Painter

R. Capture

Toolbag

Photoshop

## LANGUAGES

Kurdish

Farsi

English

I am passionate about creating a photorealistic virtual world created by computer graphics and, as a result, our experience of virtual environments becomes closer to real life, especially in virtual reality. After the first time I watched The Matrix, I found myself encounter the question of the “What if we could create a full Matrix-level immersion in Virtual Reality?” Now after years of experiencing 3D Computer Graphics and other related fields, I realized that I should devote my work to it and try to bring 3D Computer Graphics into Photography realm. Obviously, I want to stay in Wonderland, and I learn how deep the rabbit hole goes.

## Experience

12-2015 **Lecturer, University of Applied Science and Technology**  
 present Courses: Animation in Media, Modern Animation Technologies, Special Effects, Artistic Literacy, 3D Scan, 3D Digital Illustration, 3D Software, Lighting Design and Photography

08-2010 **CEO and Founder, Mabioca Cinema and CG School**  
 06-2015 I was also a Technical Training Instructor.  
 Courses: 3D Fundamentals, Introduction to Rendering, Architectural Rendering, Car Rendering, 3D Car Modeling, 3D Object Modeling, 3D Character Modeling

12-2008 **Instructor, Kavoshgaran (Animation School)**  
 09-2010 3D Animation Instructor

05-2003 **3D Artist, Ima Film**  
 09-2010 Making advertisement videos in the form of animation  
 Compositing 3d animations on video footages  
 Designing, making and animating the animation characters for TV programs  
 Designing and producing multimedia collections such as CDs and websites

04-2003 **3D Artist, Tasvirsazan-e-Asre Jadid**  
 02-2004 Making educational 3d animated TV show

02-2003 **3D Artist, Saba Animation Center**  
 03-2003 Making the end part of an animated film

10-2001 **3D Artist, IRIB (Kish Island Branch)**  
 02-2003 Animating characters and objects for TV programs  
 Utilizing 3d software and techniques to create visual elements  
 Understand the project requirements and develop 3d contents

04-2000 **3D Artist, Kelk-e-Khial**  
 10-2001 Making animations for commercials  
 Discussing with team members on the needs of the projects

06-1999 **3D Artist, IRIB (Mahabad Branch)**  
 08-2000 Animating characters and objects for TV programs  
 Utilizing 3d software and techniques to create visual elements  
 Understand the project requirements and develop 3d contents

## Education

09-2012 **Master of Arts, University of Tehran**  
 02-2015 Visual Arts and Design, Major: Photography  
 Thesis: “Studying the Role of 3D Computer Simulation in Generating Photorealistic Images”

09-2005 **Bachelor of Arts, Soore University**  
 02-2010 Cinema, Major: Directing  
 Thesis: “Studying the Role of Digital Cinema in Today's Filmmaking”

## Award and Honor

11-2008 **O (SHORT 3D ANIMATION)**  
 Best animated short film in Saye festival, Tehran, Iran

03-2012 **Nationwide Entrance Examination of Master's Degree Program**  
 I achieved the rank of “20” in my major field, among 7963 participants and gained the partial scholarship for M.A. study in University of Tehran.