

HUMAN ESMAEILI

CG Artist

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Profile

Digital artist, researcher, and university lecturer with years of experience in CGI, VR, Level Design and VFX combined with teaching, supervision, and team management skills.

Main Software / Tool

- Unity
- 3ds Max
- ZBrush
- SteamVR
- DaVinci Resolve
- Agisoft Metashape
- Autodesk Recap
- C# (Unity)

Supplementary Software

- Houdini
- Unreal Engine
- Substance Painter
- V-Ray (3ds max)
- Blender
- Premiere
- Photoshop
- KeyShot

LinkedIn

<https://linkedin.com/in/humanesmaeili>

Publications

<https://scholar.google.com/citations?user=cDsSY0AAAAJ>

Experience

- 2016 – Now** **Lead CG Artist / Senior Research Fellow**
School of Arts, Sunway University, Malaysia
- Lead and initiate 3D Visualization
 - Multimedia and Virtual Reality Production
 - Lecturing, teaching, and workshops
 - Supervising projects
 - Research-Creation
- 2013 – 2014** **3D Visualization Artist / Researcher**
Multimedia University collab. University of Malaya, Malaysia
- 3D Visualization
 - 3D Asset Creation
 - Optimizing assets for 3D printing or web
 - Research-Creation

Education

- 2012 – 2019** **Creative Multimedia (Ph.D.)**
Multimedia University, Cyberjaya, Malaysia
- 2010 – 2012** **Knowledge Management with Multimedia (Master's)**
Multimedia University, Cyberjaya, Malaysia
- 2001 - 2006** **Chemical Engineering (B.Eng.)**
Azad University, Tehran, Iran

skills

- **Game-Ready Assets:** modelling, sculpting, painting, and 3D scan
- **VR Environments:** Unity (SteamVR) / Unreal Engine (HTC Vive)
- **Programming:** C# (Unity)
- **Level Design:** Unity and Unreal Engine
- **Real-Time Rendering:** Unity Cinemachine and Unreal Sequencer
- **Lighting and Materials:** in any 3D software that I use
- **VFX:** Ragdolls, Crowds, fire/smoke, and basic destruction (Houdini)
- **Animation:** 3ds Max / Unity / Unreal

Selected work (in Demo Reel)

- 2019** **Angry Bottles Recycling Game (VR)**
United Nations, Rock the Goals Event, Malaysia
- 2018** **Hidden Waterfall City (VR)**
Digital Heritage Congress, San Francisco, USA
- 2018** **What Happened Here? (VR)**
IEEE Games, Entertainment, and Media Conference, Ireland

Additional Info

As a self-taught digital artist, I started learning 3D modeling in the late 1990s. Because of my background in engineering, I was involved in various industrial design projects as well as 3D visualization activities. However, after 2010, I gradually shifted my focus to multimedia production, eventually game development and VR. Due to this long journey, I have accumulated all sorts of relevant knowledge in this field that help me to approach various scenarios and quickly learn new tools and techniques.