

# Edris

## Armaghani

3D Artist / Animator

### MY CONTACT

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Istanbul - Türkiye

[www.edrisarmaghani.com](http://www.edrisarmaghani.com)

### SKILLS

#### EXPERT

- 3DSMAX
- BLENDER
- ZBRUSH
- MARVELOUS DESIGNER
- SPINE PRO
- AFTER EFFECTS

#### PROFICIENT

- UNITY
- SUBSTANCE 3D PAINTER
- BOUJOU

#### COMPETENT

- UNREAL ENGINE
- MAYA

#### - SOME CERTIFICATIONS -

### MY PROFILE

Talented 3D artist experienced in the 20 years.

Experience on Feature Films, TV Shows and Advertising.

Author of 12 animation textbooks for Iran's Ministry of Education.

### CORE QUALIFICATIONS

- 3D Character Modeling
- Texturing & Shading
- Character Rigging & Character Animation
- Lighting & Rendering
- Game Designing & Game Developing

### WORK EXPERIENCE

- **3D Artist** 2007-2013  
PAJ Animation Studio  
Contributed to 3D modeling, texturing, and animation for various projects.
- **Animation Supervisor** 2012-2016  
GEM TV  
Led animation teams, ensuring high-quality output for TV productions.
- **Animation Supervisor** 2014-2017  
Farsi 1TV  
Oversaw animation processes, collaborating with creative teams.
- **Senior Motion Designer** 2016-2018  
National Geographic Farsi  
Created captivating motion graphics for television content.
- **Marketing Animator** 2022-2023  
Matchingham games  
Created animations for trailers, ads, or social media posts to promote the games.
- **Game Animator** 2023-2024  
Funfun Studio  
Created the animations that gamers see within the game