ZARAH **NAJMI**

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SUMMARY

3D and technical art student recently graduated with a degree in Arts, Technology, and Emerging Communications seeking job opportunity to gain hands-on experience. Outgoing and friendly with strong motivation for success.

EDUCATION AND TRAINING

05/2024 **Bachelor of Fine Arts**: Animation and Games
The University of Texas at Dallas – Richardson, TX
Minor: Software Engineering
Cumulative GPA: 3.93, Graduated with Honors

SKILLS

- Decision-making
- Strong attention to detail
- Flexibility and adaptability
- Working independently and collaboratively
- Interpersonal and organizational skills
- Oral and written communication
- Team management
- Project management
- Good at prioritizing and meeting deadlines
- Friendly, positive attitude

SOFTWARE SKILLS

- 3D modeling, UV unwrapping, lighting, rigging, animation, and rendering in Autodesk Maya 4+ years
- Experience in Blender 3+ years
- 3D texturing in Substance Painter 1+ years
- VFX and rendering in Houdini 2+ years
- Compositing in Nuke 2+ years
- Knowledge of Adobe Suite 6+ years
- Photo editing and drawing in Adobe Photoshop 8+ years
- Adobe Illustrator 5+ years
- Video editing with Adobe Premiere, After Effects, and Davinci Resolve
- Experience with Zbrush
- Working knowledge of C#, Python, and Java
- Some familiarity with Lua
- Proficiency in Microsoft Office Suite and Google workspace

PROJECT EXPERIENCE

02/2024 to 05/2024 **Capstone Project – Avatar VFX Shot Recreation of Samson Helicopter**
University of Texas at Dallas – Richardson, TX

- Built a VFX recreation of a shot from the 2009 film *Avatar*, ensuring high-quality 3D assets, animation, lighting, and realistic visual effects.
- Developed a high-resolution 3D model of the Samson helicopter, demonstrating expertise in complex mesh flow for hard-surface modeling while adhering to asset requirements.
- Explored and implemented diverse pyro FX and workflows, including explosions, smoke, fire, and pyro trails, to create compelling visuals.
- Communicated with project mentor to optimize and troubleshoot creative/technical issues.

01/2024 to 04/2024 **Architectural Procedural Model**
University of Texas at Dallas – Richardson, TX

- Created a 3D asset of a high-rise building with procedural controls that allowed adjustment to various building parameters.
- Demonstrated an understanding of procedural modeling in Houdini.

09/2023 to 12/2023 **Independent Study – Interstellar Shot Recreation of Miller's Planet**
University of Texas at Dallas – Richardson, TX

- Created a VFX shot recreation from the 2014 film *Interstellar*, showcasing skills in flip-simulation, advanced rendering techniques, and shot compositing,
- Identified and resolved significant technical challenges related to graphics and performance, ensuring seamless execution and visual quality.

04/2022 to 05/2022 **Spaceship Medley – 3D Asset Creation**
University of Texas at Dallas – Richardson, TX
- Collaborated with a team of 4 to design and develop three 3D set pieces for an abandoned spaceship, utilizing Autodesk Maya to create high-quality, functional props that aligned with the project's concept and style.
- Communicated regularly with cross-functional teams to ensure asset consistency, quality, and integration, while supporting the production schedule.

02/2022 to 03/2022 **Fantasy Typewriter Diorama – 3D Environment Design**
University of Texas at Dallas – Richardson, TX
- Collaborated with a team of 4 to create a stylized exterior 3D environment guided by concept art.
- Crafted asset libraries for terrain, foliage, and flora to decorate the set piece.
- Shaded and lit the diorama to create a visually compelling and fantastical feel.
- Communicated regularly with teammates to integrate feedback and troubleshoot technical/creative challenges.

05/2020 **Globe 3D Model**
- 3D modeled a globe using Blender, UV unwrapped in Maya and textured in Substance Painter, as a practice in scale and proportion in 3D modeling.

WORK EXPERIENCE AND VOLUNTEERISM

05/2023 to 12/2023 **Student Assistant**
University of Texas at Dallas – Richardson, TX
- Assisted in the creation of a new course that aimed to teach Python, catered towards digital artists.
- Edited video lectures in Davinci Resolve.
- Created labs to help students grasp Python concepts through activities and challenges relevant to digital art.
- Worked with fellow student assistants to help tutor students of the course during office hours.

01/2023 to 05/2024 **Coding Coach**
Code Wiz – Plano, TX
- Guide aspiring young coders in developing solutions to complex problems and helping develop critical thinking and software development skills.
- Constantly working with students, (some of whom are special needs), 1-on-1 and in groups of 3-5, in fostering creativity through coding and game design in various game design software such as Unity, Minecraft, and Roblox and using various coding languages such as Java, C#, Lua, and Python.

10/2021 to Current **Tutor Volunteer**
Muslim Student Association – Richardson, TX
- Created a comfortable tutoring environment conductive to learning.
- Assisted students on finding useful study methods to enhance academic performance
- Provided one-on-one and group tutoring instruction for 3-6 students each week
- Assessed student progress at each session, making recommendations that increased effectiveness of tutoring and lessons.

05/2017 to 05/2020 **Volunteer**
Volunteers in Plano – Plano, TX
- Engaged with others successfully using strong verbal and written communication skills
- Volunteered to help with special events and programs by checking in participants and giving directions
- Worked in setting up and cleaning up event venues, and kept facilities organized, clean and well-maintained to best meet program needs

- Supervised and created an engaging environment for children with disabilities.
- Worked with groups of approximately 10-20 children or event participants, alongside teams of 3-5 volunteers.

LANGUAGES

Gujarati:

Limited

ASL:

Elementary

PORTFOLIO

- https://zarahnajmi.com