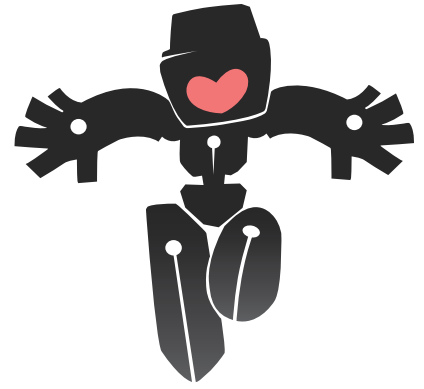


Azima Khan

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Software Skills

- Pixologic zBrush
- Autodesk 3D Studio Max
- Autodesk Maya
- Unreal Engine 3 & 4
- Unity
- Adobe Software Suite
 - Photoshop, Illustrator, InDesign, Flash, After Effects

Work Experience

Digital Leisure Inc. – 2016 - Present

Character Modeller

- Model both avatar items (clothing, features & props), based on concept art, and outfits based on real clothing.
- Rigging said items and prepping them for the Four Kings Casino & Slots game.

Fictorum – 2015 - 2016

Character Artist/Modeller

- Worked with team leads to create main character and enemy models for Unreal Engine 4 game.
- Rigging models, creating materials and setting up cloth physics on them.

Project AM2R – 2014 - 2016

Promo Artist

- Designing promotional materials such as box art and posters to accompany the game
- Creating intro and ending cart for the game.

Rainfall Films – 2015

Character Modeller

- Modelled and textured Samus Aran armour for *Metroid: The Sky Calls* short film.

Phyraxic – 2014

Graphics Artist

- Designing UI for rogue-like flash game.
- Creating menus for the same.
- Creating monsters, items, icons and setting text.

Klick, Inc. – 2011

Junior Flash Developer

- Building flash banners for pharmaceutical ad campaigns based on storyboards
- Animating transitions in training programs created for companies such as Rogers and HP

City of Mississauga – Youth Plan – 2011

Graphic Designer/Youth Consultant

- Redesigned logo for re-branding of Mississauga Youth Plan
- Designed PDF email invitation for upcoming YouthConnect 2011 symposium

Education

Seneca College of Applied Arts & Technology 2007– 2010

Recieved advanced college diploma in Graphic Design

Centennial College 2012– 2013

Recieved college diploma in Game Art & Design