

Murad A. Ainuddin

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Objective: To utilizing my creative, artistic, and technical skills to develop high quality characters for feature films and next generation game consoles.

Education: The University of the Arts, Philadelphia, PA
Bachelor of Fine Arts in Illustration December 2001

Portfolio: Shipped Titles:

- Call of Duty: World at War (2008) - PC, Xbox 360, Playstation 3, Wii
- James Bond: Quantum of Solace (2008) - PC, Xbox360, Playstation 3
- Spiderman 3 (2007) - PC, Xbox 360, Playstation 3
- 50 Cent: Bulletproof (2005) - Xbox, Playstation 2
- Fight Club (2004) - Xbox, Playstation 2
- Outlaw Volleyball (2003) - Xbox
- Outlaw Golf (2002) - Xbox

Work Experience:

May 2005-present: Activision Blizzard - Treyarch Studios, Santa Monica, CA
Senior Character Artist at Treyarch Studios

- Character modeling, Zbrush sculpting, UV mapping, texture art and concept art.
- Research, develop, and implement new shader techniques for characters under memory budget.
- Helped create pipelines for character creation across multiple SKU's.
- Work with other departments to develop the best production pipeline.
- Troubleshooting and problem solving revolving characters from concept to game engine.
- Mentored less experienced artists, giving them support, guidance, and general art direction to meet the visual needs of the project.

Nov 2003-May 2005: Genuine Games, Inc., Woodland Hills, CA
Senior Character Artist

- Character modeling, UV mapping, texture art and concept art.
- Mentored less experienced artists, giving them support, guidance, and general art direction to meet the visual needs of the project.

Jan 2002-Oct 2003: Hypnotix, Inc., Little Falls, NJ
Texture Artist and Level Modeler

- UV mapping and texture art for characters and environments.
- Polygonal modeling for levels and environments
- Lighting scenes, pre-lighting, light mapping and rendering
- Character design, concept art, and box cover art

Skills:

- Maya
- Zbrush
- Photoshop
- Deep Paint
- Limited 3D Studio Max

Portfolio and References available upon request.