

Hello

I'm Saeid Gholizade

**A very long term developer, who start learning art from 8th years old, learning music from 13th, and programming from 16th !
and start my working career from 2002 in cinema's vfx, animation and game industry !**



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Skills

Technical Artist, Programmer, R&D Specialist, Tool Developer, VFX Artist, Shader Writer, Character TD, Lighting TD, Composite, Game Design

Experience

2003-Present

Freelance projects

- Operation Alpha (Mobile Game), programmer
- Dynamite (Mobile Game), programmer
- Sandogh Bazneshastegi (ios App), programmer
- Bazaryab app (ios app), programmer
- Cabin app (ios app), programmer

2003-Present

Personal Experience and Study

- Shape Swift (Mobile Game , ios, android), Game design, Programmer, Artist
- Makeup Girls (Mobile Entertainment App, ios, android), Design, Programmer, Artist
- LinaCup (Java Mobile Game), Programmer
- Ragnavard (Java Mobile Game), Programmer, Producer, Executive Producer
- Developing Lots of Plugins for Maya
- Writing A Tool For Making a RenderMan Shader With Node Base Graph
- RiverTool (Unity Asset), programmer
- Xsheet Animation (Unity Asset), programmer
- Collision Maker (Unity Asset), Programmer
- 2D Platform Builder(Unity Asset), Programmer
- uiflow Designer (Unity Asset), Programmer

2011-Present

RaiAvin

- Black Gold, (Game Intro Animation) ,Modeling, Tool Developer, R&D
- LinaLulei (TV Commercial), Modeling, Rig, Animate, Lighting TD, Render, Composite
- Alvan v1 (TV Commercial), Lighting TD, Render, Composite
- Alvan v2 (TV Commercial), Lighting TD, Render, Composite
- Jamshid (Animation), TD, Composite
- Jashn Khane Cinema Announcement . TD, Composite
- Fajr Film Festival (Short Clip) TD, Composite
- Panjer (musical Animation),VFX Artist, Composite
- Cheragh (musical Animation),VFX Artist, Composite
- Cinnagen Commercials 1 , Generalist, Lighting TD, Composite
- Cinnagen Commercials 2 , Generalist, Lighting TD, Composite

2011-Present

Wooden Wings

- Mr.Head : The Boy Next Door (Android & iOS Game), Game Designer, Programmer,
- The Lock (Android & iOS Game – Work in progress), Game Designer, Programmer
- WindyFall (iOS Entertainment App), R&D
- Honey Bunny Photo Booth (Kids Photo App)
- Northern Power House : Last Town Standing (interactive fiction game), Game Designer, programmer

2013-2014

Bearded Bird

- Parvaneh : Legacy of the Light's Guardians (PC Game), Lead 3d Artist, Vfx Artist, Technical Artist
- The Great Raid (Mobile Game), Lead Programmer, Tool Developer

2011

Didar VFX

- Balaban (Featured Film), VFX Supervisor, TD, Lighting TD, Composite
- Time Bandits(Featured Film - stereoscopic Conversion preproduction), TD, Composite

2008-2010

APW Studio

- Defenders(PC Game), Technical Director, Lead Programmer, R&D, Tool Developer, Gameplay Design

2005-2008

Persian Dreams

- Shuguli (Animation) Particle Effect

2004-2006

TGT Game Studio

- Dr Nano (Animation), Everything's
- Legend of NewRooz (PC Game), Lead Programmer, Gameplay Design, AI, UI programming
- Moghavemat (PC Game), Lead Programmer, Gameplay Design, AI, UI programming, Tool Development

2003 - 2004

SiahGhaleh e' Shargh

- Amir & Aye (Animation), Modeling, Rig, Skin, Tool Development
- AmirArsalan (PC Game-Canceled), Modeling, Rig, Skin, Tool Development

Education

- Degree in Computer Software
- Associated Degree in Computer Software

Awards

- Best Graphic in 3d Department (Parvaneh : Legacy of the Light's Guardians)

Proficiency

- Softwares : Maya, SoftImage, RenderMan, Arnold, MentalRay, Nuke, Fusion, AfterEffect, Cinema4D, Houdini, Zbrush, RealFlow, PhotoShop, Unity, Unreal Engine (Tools Are Not The Matters)
- Programming Language: C++, C#, Java, iOS Objective C, Swift, Android Java, Borland Delphi, HLSL(DirectX Shader), RSL(Renderman Shader), Syntaxes are not The Matters
- Programming Content: Core Programming, AI Programming, Tool Programming