



EDUCATION

M.F.A. in Creative Technologies

Virginia Tech | Blacksburg, VA

August 2015–December 2017

Thesis: "*Come with Me, Making of a Short 3D Animation*"

Short Animation: "*Come with Me, Animation In Progress*"

M.F.A. in Animation

University of Art | Tehran, Iran

September 2006–February 2010

Thesis: "A study of the process of adaptation in three short animations based on Kalila & Demneh"

Short Animation: "*Story of a pigeon that came from up there*"

B.S. in Physics

University of Isfahan | Isfahan, Iran

September 2002–June 2006

TEACHING EXPERIENCE

University of Alabama in Huntsville | Huntsville, Alabama

Fall 2018–Present

Lecturer

- [Animation Introduction](#)
- [Visual Story Development](#)
- Professional Practices | Portfolio Development
- [Animation: Short Film](#)
- [Animation: 2D Animation](#)

Virginia Tech | Blacksburg, Virginia

Spring 2017

Teaching Assistant— to Professor Thomas Tucker in "Character Animation"

- Collaborated on lab supervision and mentored students.
- Volunteered to teach Walk Cycles, one of the most challenging topics of 3D animation.
- Provided constructive feedback to students and taught them best practices for animating.

Asra Technical High School | Tehran, Iran

Fall 2010

Teacher— "Art History of Iran and the World"

- Developed course structure, and graded all exams for a class of 10.

Harekat-e-Kelidi | Tehran, Iran

Summer 2010

Instructor— "TVPaint"

- Developed course material to teach TVPaint to 7 employees of a 2D Animation company.

Asra Technical High School | Tehran, Iran

Spring 2010

Teacher— "Drawing Studio"

- Developed course structure, and evaluated all projects for a class of 10.



Asra Technical High School | Tehran, Iran

Fall 2008

Teacher— "Human, Space, Design"

- Developed course structure, and graded all exams for a class of 10.

RELATED EXPERIENCE

Advanced Research Computing at Virginia Tech | Blacksburg, Virginia

May 2017–July 2018

3D Generalist

Selected as an Intern to be the first-ever and only art-major member of Visualization group, a team of computer science students and faculties. Offered to continue as a Graduate Assistant, and later as an Emergency Hire, all as a result of exceptional work and strong work ethics.

- Providing insights about all phases of animation production and underlying structure of rendering process in Maya to developers who write a script for running Renderman batch-render jobs on HPC systems.
- Breaking down problems that developers encounter into simple steps and creating Maya scenes to target and test each aspect of the problems.
- Documenting the process of preparing Maya scenes to be rendered on HPC systems for art students. Suggested to develop a course based documentation in the form of tutorials for publishing on the web to provide a more engaging learning experience for students.
- Enhancing the online presence of Visualization group through the design of compelling video materials using Photoshop and After Effects. Starting and maintaining a Sketchfab account to enhance the experience of audiences navigating through complex 3D scenes.
- Played a key role in rendering the first Maya scene on Virginia Tech's HPC systems.
- Starting as an intern with no prior training in X3D, taught myself to create and maintain X3D assets within a tight one-month preparation schedule to present 3D materials for a Forest Farming Conference held in Virginia Tech.
- Created 3D photo-spheres showing forest farming sites and appropriated them to be presented on various platforms. Collaborated with a computer-science student to present 3D photo-spheres in the Forest Farming Conference using Web VR, creating an exciting immersive experience for the participants.

Smithsonian 3D Digitization Department | Washington, DC

May 2016–August 2016

Intern

- Optimized 3D scanned assets through 3D modeling and retopologizing for publishing on the web and 3D printing.
- Collaborated in the 50th anniversary of Apollo launch project through creating an optimized version of the complex 3D model of Apollo Command Module that can be animated.
- Created an animated gif showing a turntable and the inside details of the command module that was shared over multiple online sources that covered the news of the 50th anniversary of Apollo launch.

Virginia Tech | Blacksburg, Virginia

September 2015–December 2017

Graduate Assistant

- Assisted with holding a TedX at Virginia Tech.
- Designed and optimized 3D assets for 3D printing to assist a doctoral research in Human-Computer Interaction conducted by Panagiotis Apostolellis.



Green Pencil | Tehran, Iran

January 2014–July 2014

Project Manager, Instructor

Developed a new workflow for 2D animation production in TVPaint, created tutorials to demonstrate the step-by-step procedure of the transition from traditional to digital animation workflow.

- Proposed the project plan to the CEO to make the transition from hand-drawn animation to digital animation over the course of two months.
- Addressed the concerns and needs of animators and supported them through making tutorials and troubleshooting sessions.
- The smooth and gradual transition from hand-drawn to digital workflow lead to a significantly higher production speed and quality.

Film Frame Studio | Tehran, Iran

2012

2D ANIMATOR | Anime Studio

- Worked as an Anime Studio animator for producing "Tete-Pete", an animated TV series.

Green Pencil | Tehran, Iran

2011

2D ANIMATOR, Layout and Background Designer | Traditional

- Designed layout and background, and animated for "Persian Cheetah", an animated TV series.

IRIB4 | Tehran, Iran

2010

Concept Artist, Character Designer | TVPaint

- Developed concept and characters and collaborated in making "Mr. AAn", a short motion graphics.

SABA | Tehran, Iran

2009

Storyboard Artist

- Designed storyboard for "Wise Pencil" and "Bahman and Bakhtak", animated TV series.

Green Pencil | Tehran, Iran

2007–2008

Storyboard Artist, Layout and background Designer

- Worked on "Our Tale Came as a Maxim", an animated television series.

AWARDS

Outstanding Graduate Student
MFA in Creative Technologies
Virginia Tech, Blacksburg, VA | 2008

Exceptional Talent Award
The top student in the 4th semester of
Animation program | 2008

One-minute Short Film Award
"Come with Me", Nahal Students Festival | 2008



PUBLICATIONS

"Mother and Language"

Illustrator, Mehrsa Publication Institute | 2014

"Mother and Child's Gender"

Illustrator, Mehrsa Publication Institute | 2013

EXHIBITION

Collaborative exhibition, Illustration, Aria Gallery, Tehran, Iran | 2005

SKILLS

SOFTWARE SKILLS

- Photoshop
- After Effects
- Maya
- ZBrush
- Anime Studio
- TVPaint
- Krita

3D SKILLS

- Animating
- 3D Modeling
- Rigging
- Shading, Texturing
- Lighting, Rendering | Renderman

2D SKILLS

- Traditional and Digital Animation
- Storyboard
- Drawing
- Traditional and Digital Illustration
- Video Editing

TECHNICAL SKILLS

- Mac, PC, and Linux OS
- Processing
- X3D
- HTML