

# Armin Chaudhry

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## Portfolio/Linkedin

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[www.artstation.com/armin](http://www.artstation.com/armin)

[www.linkedin.com/in/armin-chaudhry/](https://www.linkedin.com/in/armin-chaudhry/)

[www.mobygames.com/person/566997/armin-chaudhry](https://www.mobygames.com/person/566997/armin-chaudhry)



## Summary

I am a passionate and dedicated Senior 3D Artist with 13 years' experience in creating AAA environments and props for various games. I have worked on 14 titles to date. I am also a self-motivated, positive team player with proven problem-solving skills and an excellent grasp of the latest technologies and tools.

*Titles I worked on:* Crysis 3, Ryse - Son of Rome, Robinson: The Journey, The Climb, MorphiesLaw: Remorphed, God of War Ragnarök, Homefront - The Revolution, Warface, Hunt: Showdown, 5 Undisclosed AAA Games, Necrowarp (private project)

## Experience

### Senior 3D Artist

03/2020 – present

KARAKTER design studio GmbH, Berlin/fulltime

Project: Undisclosed AAA project A-D / (Blender)(covered by NDAs)

- **Undisclosed AAA project A (1,7 years):** Joined the previous project again. We explored biomes, vegetation, architecture, vis dev of gameplay areas, created guidelines.
- **Undisclosed AAA project D (1 Month):** vista exploration
- **Undisclosed AAA project C (2,2 years):** I was part of the core team. We explored a lot of different areas. Lots of architectural exploration, biomes/vegetation, material studies and key art etc.
- **Undisclosed AAA project B (3 Months):** I joined another team. I was tasked with architecture and location concepts.
- **Undisclosed AAA project A (1,1 years):** Became an employee of KARAKTER. Joined in the early stages of the project. We researched architecture, props, vegetation, did vis dev research and art guidelines.

### Senior 3D Artist

10/2019 – 02/2020

KARAKTER design studio GmbH, remote/freelance

Project: God of War Ragnarök, Undisclosed AAA project A

- **Undisclosed AAA project A (3 Months):** Pre-visualization of a gameplay section in coordination with the client's game design team.
- **God of War Ragnarök (1 Month):** 3D concepting of the ironwood brooch area. Visualization of the main part of this level. Vegetation previs/sculpting and turning it into a kitbash library.

# Armin Chaudhry

## Software (proficient)

- Blender (5 years)
- 3dsMax (14 years)
- Zbrush (14 years)
- Photoshop (16 years)
- Unreal
- CryENGINE
- Substance Painter
- Quixel Suite
- Crazybump
- XNormal
- Perforce
- Agisoft Photoscan
- World Machine

## Software (basics)

- Substance Designer
- Unity
- Mudbox
- Maya
- C++
- After Effects
- Illustrator

## Specialized in

- High and low poly modeling
- Digital sculpting
- Human and animal anatomy
- Organic and hardsurface modeling
- Modeling from references
- Cognizance of polygon budgets
- Retopologizing
- Efficient UV mapping
- Texture painting
- Lightmaps
- Collision
- LODs
- Painting
- Photo scanning
- Concepting

## Experience

### Senior 3D Artist

03/2017 – 12/2019

#### Cosmoscope GmbH, Frankfurt/fulltime

Project: *Morphieslaw: Remorphed* / (Unreal Engine)

- Company I co-founded with some colleagues
- Negotiated and worked closely with Nintendo
- Covered many aspects during the production: Environment Art, Technical Art, Character Art, Weapons, Menu/UI, Particles, Outsourcing, Webpage, Marketing

### Senior 3D Artist

11/2015 – 02/2017

#### Crytek GmbH, Frankfurt/fulltime

Project: *The Climb*, *Robinson: The Journey*, *Hunt: Showdown* / (CryEngine)

- **The Climb:** Was part of the two men "Vista-Group". Created all the backgrounds together with Finn Meinert Matthiesen.
- **Robinson the Journey:** I was the art owner of the longneck stampede level. I designed many areas of the generation ship that brought the player to the planet. I created some of the mountain modules that were used in the vistas and modelled the bird's nest/eggs.
- **2 VR-Demos:** Was part of the small team that put together Crytek's first VR attempts
- **Hunt Showdown:** I was briefly part of the props team
- **Teaching and mentoring Junior Artists**

### 3D Artist

09/2014 – 10/2015

#### Crytek GmbH, Frankfurt/fulltime

Project: *Homefront - The Revolution*, *Warface*, *Undisclosed Project* / (CryEngine)

- **Homefront: The Revolution:** I owned the rooftops area of the final mission and I created one of the skyscrapers for that level. I dressed a lot of the interiors of the residential buildings (yellow zones). I created a handful of furniture/ kitchen assets and the most of the wallpapers for the residential buildings.
- **Warface:** Owned 1/3 of the Bazaar map. Created the central part of the map and the main arch. Created many props and I also gave a snow pass to many assets for the winter maps.
- **Undisclosed Project:** Conceptart and whiteboxing

# Armin Chaudhry

## Languages

German  
English

## Experience

**Lecturer** 09/2014 – 10/2015

**SAE Institute, Frankfurt/freelance**

Project: *none*

- Teaching and mentoring students

**Junior 3D Artist** 03/2013 – 08/2014

**Crytek GmbH, Frankfurt/fulltime**

Project: *Ryse - Son of Rome, Crysis 3 / (CryEngine)*

- **Ryse Son of Rome:**
  - I was the art owner of the multiplayer for some month and also of the "Gamescom" build. I managed a team of two artists (Robert Stephens, Patrick Gladys). My tasks were: level art and dressing of 12 multiplayer maps, making sure everyone was on the same track, reporting to the lead artist. I was particularly responsible for the following levels: Wickerman, Arch, Black Forest and Stronghold (which was the level we showed at the Gamescom).
  - Worked on chapter 8. I was responsible for creating all the buildings on the left side of the river section and all the mid distance buildings to populate the scene.
  - Worked on the beach section for the E3 presentation.
  - Created many of the wooden structures used throughout the entire game (all the scaffolding and barricades, cranes, etc). Worked on many props.
- **Crysis 3:** Mainly worked on the Level: "red star rising". Starting from the whitebox level right up to the production end. Took care of all the buildings in the first part of the level, asset and prop creation, level art, collaborated on the riverbed, the cell HQ and so on.

**Intern 3D Artist** 03/2012 – 02/2013

**Crytek GmbH, Frankfurt/fulltime**

Project: *Crysis 3 / (CryEngine)*

- **Crysis 3:** (see above)

**3D Artist** 10/2011 – 02/2012

**Dominating Studios Ltd., remote/freelance**

Project: *Critical Point: Incursion / (UDK)*

- **CPI:** I was part of the environment team, creating props and assets for the levels.

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## Experience

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**Working student** 03/2010 – 06/2010

**Avionic Design Service GmbH, Munich/fulltime**

Project: *Icons and artworks for their products*

- Marketing and 3D visualization for aerospace and military communication systems

**Graphic Designer** 12/2007 – 03/2012

**Numerous clients, remote/freelance**

Project: *various...*

- Designing advertisements, websites and creating artworks on a freelance basis. I have done this for all different kinds of professionals, studios, doctors, clubs, hotels and many others.

## Education

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**SAE Munich** 11/2008 – 03/2011

Degree: Bachelor of Arts in Interactive Animation

**Georg Simon Ohm Fachhochschule Nürnberg** 10/2005 – 09/2007

Computer sciences

**städtische Fachoberschule Nürnberg** 07/2002 – 09/2005

Degree: Fachhochschulreife (Technik)