Zahra Haghiri

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EXPERIENCE

DigiPen,

Redmond — Digital painting instructor

September 2018 - PRESENT

 Currently I'm teaching digital painting and production. Topics include transition from traditional to digital art, photo editing and manipulation, critical thinking skills and techniques, conceptualization, illustration, material studies, PBR texturing and Photoshop and Substance painter are the softwares I teach.

Production Artist

June 2013 - PRESENT

Created 3d – 2d assets, illustrations and other artworks for various Digipen clients such as UI art for Renault Formula one and Andretti Autosport(IndyCar)

Created and managed the environment art assets for an educational game SandBlocks. Created a series of assets for the asset store of digipen's game engine "Zero".

Disastercake, Bellevue — *Lead Environment Artist*

2012- 2016

Created the majority of the environment 3d art and some characters as well as concept art for upcoming JRPG called SoulSaga.

Zazari LLC, Redmond—Owner

2014 - Present

Created a company with a focus on 2D and 3D environment, character and illustrations. As a part of my company I contracted work to create illustrations for the "Santa Sling", a VR game By 8thShore studio along with a few other illustration, and texturing work for "Nightmare Grotto" and the lead Environment Artist for 'Invoker" another title from the same studio.

Digital Double, Redmond —Intern

2008 - 2011

Created models and textured for variety of clients including Disney,WB

SKILLS

Maya, Zbrush, Photoshop, 3ds Max, Unity, Substance Painter, quixel suite, After Effects, Knald, Xnormal, marmoset toolbag, Zero Engine

AWARDS

Was on DigiPen Dean's List

Received the International Programs Scholarship for 4 consecutive semesters at Bellevue College.

Was a member of National Dean's list at Bellevue College

Was a member of Phi Theta Kappa– International Honor Society

Earned a Nomination to serve as an International Delegate at the international Scholar Laureate Program

and Nickelodeon

Z Games, Bellevue—2D Artist

2010 - 2011

Created the entire assets and art for "Z Games" studio mobile game titles "Pandemic" and "Pandemic Evolved".

EDUCATION

DigiPen,Redmond —Bachelor of Fine Art in Digital Art and Animation

2009- 2013

Bellevue College, Bellevue — *AA in Digital Gaming*

2006-2008

Bellevue College, Bellevue — *AA in Animation and Graphics*

2006-2008

Azad University,Tehran — *Associates in Accounting*

 2002-2004