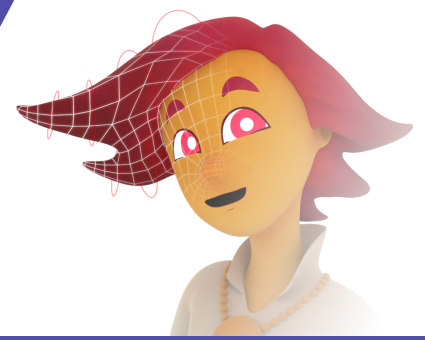


Zohaib A. Qureshi

3D Character Rigger



Education:

B.F.A. in Animation

Savannah College of Art and Design

Courses of study included:

Character Rigging, 3D Sculpting, 3D Modelling, Game Design, Drawing, Design, Art History, Math, English, Buisness.

Software:

Autodesk Maya

Zbrush

Adobe Photoshop

Adobe Illustrator

Topogun

Skills:

Rigging

Modelling

Drawing

Problem Solving

Strong Communcation

Film Works:

Celestial Transits: Arthur Neves

Rigged three 3D human characters and created 2D animated face texture rigs for each.

Big Treble in Central Park: Michael Ohiwerei

Designed, modelled, and rigged one 3D quadruped character.