

Jafar Dashtinejad

Houdini FX Artist, CG Generalist

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EXPERIENCE

Magic World, Iran — CG Supervisor, Production Manager

2006 - 2009

Solving production issues, establishing pipeline and educate. At the meaning time I worked as an artist doing modeling, uv, texturing, lighting, shading and compositing.

Freelance, Iran — CG Artist

2009 - 2012

character modeling, texturing, lighting & shading, compositing also managed a few TV commercials and music video projects.

AlzahraVFX, Iran — Senior Lighting TD & Compositor

2012 - 2013

Establish Lighting Pipeline in Maya, Lighting & Shading, R&D on PBR rendering to switch from Mentalray to Arnold. Compositing for Film and Commercials.

MiniatorVFX, Iran — CG Supervisor, Production Manager

2013 - 2015

working on few music videos for famous Iranian singers in Iran and Dubai, also a commercial for Hype Energy Drink and VFX for two movies.

AlzahraVFX, Iran — CG Generalist & FX Artist

2015 - 2017

Currently working as CG Generalist doing Lighting & Shading, FX in Houdini(Destruction, Fluid simulation), Character Modeling, Texturing and hair Grooming.

EDUCATION

Kharazmi School, Abadan/Iran — Diploma

2000 - 2001

Computer Programming.

SKILLS

Lighting & Shading,
Compositing,Character
Modeling, Texturing,
Sculpting. Hair & Fur
Grooming using Yeti.

Dynamic Simulation(Gas,
Liquid, Rigid) using Pyro,Flip
and Bullet in Houdini. Digital
Asset Creation. Rendering
using Mantra & Arnold in
Houdini.

Softwares

Sidefx Houdini

Autodesk Maya

The Foundry Nuke

The Foundry Mari

Pixologic Zbrush

Solid Angle Arnold

Sidefx Mantra

Adobe Photoshop

LANGUAGES

English, Persian

Mahshahr Azad University, Mahshahr/Iran — Left

2002 - 2005

Software Engineering 2002–2005

PROJECTS

2.0 – India’s blockbuster movie (not released)

Project Manager (Alzahravfx), lighting and grooming.

[IMDB Link](#)

The lost strait – Film (not released)

Senior Fx TD

[IMDB Link](#)

Bahubali 2 — India’s blockbuster movie

Senior Lookdev & Lighting.

www.baahubali.com

Spyder 2 — India’s Feature Film

Houdini FX Artist doing destruction & Pyro simulation.
Prepare exported VDB to Maya and shading the fluids.

[IMDB Link](#)

Revenge Of Sultan’s — Cinematic

All Fx including Destruction, Smoke and Fire using houdini. all Hair & Fur grooming using Maya Xgen. Character Modeling and texturing (Kid Character).

[Youtube Link](#)

The Lonesome Lonely Alone — Feature Film

Character Modeling & Texturing, Compositing , Spaceship Lighting & Shading.

[Vimeo Link](#)

Laleh — Feature Film

Compositing.

[Vimeo Link](#)

Cheetoz — Commercial

Lighting & Shading, Compositing.

[Vimeo Link](#)

Pooneh — Commercial

Environment Lighting & Shading using Mentalray.

[Vimeo Link](#)