



# Sam Ghafari

Technical Director  
3D Generalist  
Game / VR/AR Developer  
Gold Coast, Australia

for a complete list of past projects and to view my showreel please visit my website  
[www.Ghafari.co.uk](http://www.Ghafari.co.uk) [info@Ghafari.co.uk](mailto:info@Ghafari.co.uk)

## AWARDS

2017 DSE Apex Awards, Content of the Year, Conquest of Istanbul, 563th Anniversary, 4D Video Mapping. 2014 Aurora Award, Gold – Corporate Identity Image Film, Gloria Sports Arena Sportsnet

## REFERENCES

Alvaro Rego, Director Phone: +34 620 38 02 59 Email: [alvaro.rego@dream-box.tv](mailto:alvaro.rego@dream-box.tv)

Amir Azizi, Script Writer Phone: +1 323 688 80 64 Email: [artamira@me.com](mailto:artamira@me.com)

## TOOLS

Unity3d, UE4, Maya, 3Ds Max, Autocad Arnold Render, Vray, Corona, Redshift Keyshot, Deadline, Royal Render, UV Layout, Quixel Suite, Allegorithmic Substance, Knald, Foundry Nuke & Mari Adobe Suite FFmpeg, Maya MEL Maxscript, Python, C#, UE4 BP Coding Video Projection Mapping, Dataton Watchout

## COMMUNITY BUILDING

Owner and Founder of the Arnold Render Facebook group with over 14,000 members. I actively curate content, and provide practical advice to members, in addition to fostering a community atmosphere and providing networking opportunities for the members of the page. Active member of Unity3d UE4, Autodesk Area, Computer Graphics Rendering and Nvidia forums.

## EXPERIENCE

**V2I REAL TIME , AUSTRALIA 2018 - Present, Technical Director & Lead Senior 3D Artist**  
V2i realtime is Australian national award winning realtime design software company.

The current project that I am working on is the a 5.4 billion dollar infrastructure project for the Queensland government, The Cross River Rail. V2i Realtime is the lead visualization company on this project; creating a realtime tool for design review as well as an immersive experience and multimedia outputs. This is all done through one 3d realtime software based on a game engine. The BIM design data is sourced from the 11 international architectural companies developing the project in connection with the Queensland Government. In addition to writing significant portions of the code for this project, as Technical Director I have developed and maintained a pipeline to improve data exchange processes and automation for large scale data from multiple sources in differing formats. I conduct regular site visits with field engineers, government representatives and other stakeholders. I am in constant consultation with multiple design teams responsible for varying portions of this project, in order to accurately compose the 3D models. I reliably provide technical support and industry perspective to teams with little understanding of the complex processes involved, and ensure that all clients are more than satisfied with the interactive build. Our realtime design tool with VR capabilities helps to better decision making, reduce costs in the planning stage and provides an immersive experience to consumers. I also serve as a key R and D decision maker, and the company invests in the cutting edge products and tools that I recommend based on significant self-driven research into industry innovations and best practices, including reading SIGGRAPH papers and planning to attend the SIGGRAPH conference in Brisbane in 2019.

**DREAMBOX, TURKEY 2011 - 2018, Technical Director & VR/AR Developer**

Dreambox is an award winning multidisciplinary creative company. My best known project while at Dreambox was Conquest of Istanbul, the world's largest 3D Projection Mapping project. I was the technical director for this project, and was responsible for the entire 160 person team involved in delivering this project from conception to the event in a 40 day timeline. This project later won the Apex award in Los Vegas (2017). I was involved not only in the delivery of the project, but also consulting during every stage with key stakeholders to ensure that their vision was technically possible. In addition to this large project, I was also a consultant on multiple smaller scale projects, working with client's visions and budgets and ensuring that their expectations could be matched in the product. Part of these responsibilities involved meeting with university clients, and selling them on investing in science based VR programs.

**DIDAR FILM, IRAN 2004 - 2009, 3D Generalist**

3d modeling assets and characters based on concept or reference image, UV mapping texturing and rendering with renderers such as Arnold, Vray or Mental Ray.

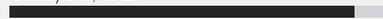
**Best known projects:** Blood of Eden, Cinematic, Modeling & Rendering. The Battle of Alexander, Cinematic, Rendering. Behdasht TV Commercial Rendering. Seasons of the Souls, VFX, Texturing & Rendering.

## EDUCATION

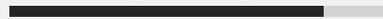
BACHELOR OF COMPUTING / University of Plymouth, UK 2011

## HARD SKILLS

Unity3d, UE4



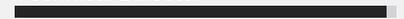
3D Modeling, Texturing



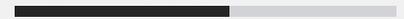
Shading, Lighting, Rendering



Technical Director



Mel, MAXScript, Python & UE4 BP



Game, AR, VR development



## SOFT SKILLS

Creativity & Innovation



Teamwork



Leadership & Communication

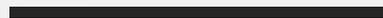


Technical & Problem Solving

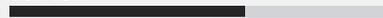


## LANGUAGE SKILLS

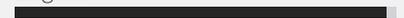
Persian



Turkish



English



Azeri

