



SADAF DARYAEI

3D Artist & Game Developer

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Skills

3D Studio Max

Low poly modeling , High poly modeling , Environment modeling

Zbrush

3D Sculpting

Substance Painter

Texturing

Adobe Photoshop

Texturing, Photo Manipulation, Speed Painting.

Adobe Illustrator

Vector art

Graphic Design

logo , posters . graphics

TopoGun

Re Topology

Quixel SUITE

Ndo , Ddo , 3do

Unity 3D

Environment Creation. Placement, Particle Effect.

Unreal Engine

Environment Creation., Placement, Cinematics

Autodesk Mudbox

3D Sculpting

Product Photography

all sort of product photography with a specialty in jewelry

Keyshot

Realistic renders

UI Design

UX Design

Work experience

2023 - now 3D Arts and Game Design Instructor

Istiniye University Vadi Campus
Teaching level design, game design and 3D art as an academician.

2020 - now Language Arts Teacher/STEM Teacher

BÜMED MEÇ
Language arts teacher for primary and kindergarten levels.
Teaching STEM to children of primary level.
Specialist in Game Based Learning.

2017 - 2020 3D Artist

IFa Tasvir Aria
Part of the environment team for the Animation Project titled "Javan Mardan"
That is done in the Unreal Engine 4.

2015 - 2016 Lead Environment Artist

Center For Content Creation (CCC)
Lead Environment artist for the game "Star Fall - Catalyst". i was the le environment artist and the environment team manager.
my responsibilities varied from Team management to 3D production.

2012 - 2015 3D Artist

Center For Content Creation (CCC)
Working under the R&D team in "CCC" i was involved in pre-production of the game "Star Fall - Catalyst" as the game artist and one the main game developers.

2011 - 2012 Freelance

Freelance
Worked as a freelance 3D modeler for some advertisement companie: and etc.

Education

2008 - 2012 Bachelors Degree in Games Art Development

Limkokwing university of creative technology

2006 - 2008 Gemology Specialist

Burapah University
a diploma both in colored stones and Diamonds

Honors & Awards

AUG - 2015 Largest Panoramic Image

Guinness World Records
Part of this amazing project from the R&D team in CCC, which tool place on top of the communication tower in Kuala Lumpur. under the name of "Panaxity"

OCT - 2012 Best tertiary student project

Apicta Awards
First place in Malaysia for the student game project under the name "Paradigm Shift"

Portfolio

https://daryaei.co

Languages

10

American English

10

Persian

8

Turkish

10

Rashty

SUMMARY

I'd like to introduce myself

I've been in the game development scene for a while, working in four different countries and gaining a wealth of experience. Additionally, I've had the rewarding experience of being a teacher. My passion lies in transforming gaming from purely fun to something more functional, which led me to focus on game-based learning.

I firmly believe that gaming is the future of education. My goal is to use games to make a positive impact on learning, creating engaging and effective educational tools. Join me in exploring how games can change the world for the better.