

# Edris Armaghani

3DArtist/Game Animator

## MY CONTACT

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## SOFTWARE SKILLS

### EXPERT

- Blender
- Spine Pro
- 3ds Max
- Marvelous Designer
- After Effects

### PROFICIENT

- Unity
- ZBrush
- Substance 3D Painter
- Boujou

### COMPETENT

- Unreal Engine
- Maya

## - SOME CERTIFICATIONS -

## MY PROFILE

- Over 20 years of experience in 3D animation
- Author of 12 educational textbooks on animation
- 5 years of experience in 2D / 3D game development (focusing on animation and its implementation in Unity.)

## CORE QUALIFICATIONS

- Rigging and Character Animation (2D / 3D)
- Game Design and Development
- 2D / 3D Asset Creation and Optimization with AI Tools

## WORK EXPERIENCE

- **Game Animator** 2023-2025  
Kidding Box Studio  
Animated 2D and 3D characters for gameplay and implemented them in the game engine.
- **Game Animator** 2022-2023  
Matchingham Games  
Created stylized animations for gameplay, ensuring visual consistency.
- **Senior Motion Designer** 2016-2018  
National Geographic Farsi  
Created visually compelling motion graphics for broadcast and promotional content.
- **Animation Supervisor** 2014-2017  
Farsi 1 TV  
Oversaw animation processes, collaborating with creative teams.
- **Animation Supervisor** 2012-2016  
GEM TV  
Maintaining high-quality standards and meeting tight deadlines.
- **Animation Director** 2007-2018  
PAJ Animation Studio  
Oversaw all creative and technical aspects of 3D animation production