

# Armin Chaudhry

## Contact

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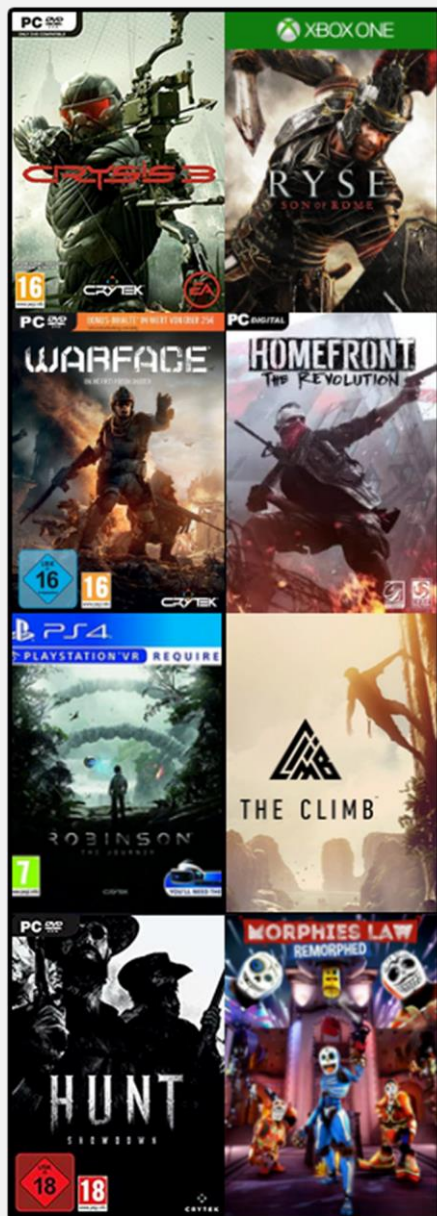
Email: [armin.chaudhry@web.de](mailto:armin.chaudhry@web.de)

## Portfolio/Linkedin

[www.armin-chaudhry.com](http://www.armin-chaudhry.com)

[www.artstation.com/armin](http://www.artstation.com/armin)

[www.linkedin.com/in/armin-chaudhry/](http://www.linkedin.com/in/armin-chaudhry/)



## Summary

I am a passionate and dedicated senior 3d artist with 8 years' experience in developing AAA environments and props for various games. So far I shipped 5 titles and contributed to 4 titles. Furthermore I am a self-motivated positive team player with proven problem-solving skills and with an excellent grasp of the latest technologies and tools.

**Shipped Titles:** Crysis 3, Ryse - Son of Rome, Robinson: The Journey, The Climb, MorphiesLaw: Remorphed

**Titles contributed to:** Homefront - The Revolution (8 months), Warface (6 months), Hunt: Showdown (1 month), 2 Undisclosed Projects, Necrowarp (private project)

## Experience

**Senior 3D Artist** 10/2019 - present

**KARAKTER design studio GmbH, remote/freelance**

Project: *undisclosed*

- 3D previsualization for an undisclosed AAA game

**Senior 3D Artist** 03/2017 – 12/2019

**Cosmoscope GmbH, Frankfurt/fulltime**

Project: *Morphieslaw: Remorphed / (Unreal Engine)*

- Company which I co-founded - together with some colleagues
- Negotiated and worked closely with Nintendo
- Covered many aspects during the production: Environment Art, Props, Technical Art, Character Art, Weapons, Menu/UI, Particles, Outsourcing, Webpage, Marketing

**Senior 3D Artist** 11/2015 – 02/2017

**Crytek GmbH, Frankfurt/fulltime**

Project: *The Climb, Robinson: The Journey, Hunt: Showdown / (CryEngine)*

- **The Climb:** Was part of the two men "Vista-Group". Created together with Finn Meinert Matthiesen all the backgrounds
- **Robinson the Journey:** I was the art owner of the longneck stampede level. Concepted many areas of the generation ship that brought the player to the planet. I created some of the mountain modules that were used in the vistas and modeled the bird's nest/eggs
- **2 VR-Demos:** Was part of the small team that put together Crytek's first VR attempts
- **Hunt Showdown:** I was briefly part of the props team
- **Teaching and mentoring Junior Artists**

## Experience

### Software (proficient)

- 3dsMax (10 years)
- Zbrush (10 years)
- Photoshop (12 years)
- Unreal 4
- CryENGINE
- Substance Painter
- Quixel Suite
- Crazybump
- XNormal
- Perforce
- Agisoft Photoscan
- World Machine

### Software (basics)

- Substance Designer
- Unity
- Mudbox
- Maya
- Trinigy Vision
- C++
- After Effects
- Illustrator

### Specialized in

- High and low poly modeling
- Digital sculpting
- Human and animal anatomy
- Organic and hardsurface modeling
- Modeling from references
- Cognizance of polygon budgets
- Retopologizing
- Efficient UV mapping
- Texture painting
- Lightmaps
- Collision
- LODs
- Painting
- Photo scanning

#### 3D Artist

09/2014 – 10/2015

##### Crytek GmbH, Frankfurt/fulltime

Project: *Homefront - The Revolution, Warface, Undisclosed Project / (CryEngine)*

- **Homefront: The Revolution:** I owned the rooftops area of the final mission and I created one of the Skyscrapers for that level. Dressed many of the interiors of the residential buildings (yellow zones). I created a handful of furniture/ kitchen assets and the majority of the wallpapers for the residential buildings
- **Warface:** Owned 1/3 of the bazar map. Created the central part of the map and the main arch. Created many props and I also gave a snow pass to many assets for the winter maps
- **Undisclosed Project:** Conceptart and whiteboxing

#### Lecturer

09/2014 – 10/2015

##### SAE Institute, Frankfurt/freelance

Project: *none*

- Teaching and mentoring students

#### Junior 3D Artist

03/2013 – 08/2014

##### Crytek GmbH, Frankfurt/fulltime

Project: *Ryse - Son of Rome, Crysis 3 / (CryEngine)*

- **Ryse Son of Rome:**
  - I was the art owner of the multiplayer for some month and also of the "Gamescom" build. I was managing a team of two artist (Robert Stephens, Patrick Gladys). My tasks were: level art and dressing 12 multiplayer maps, making sure everyone is on the same track, reporting to the lead artist. I particularly owned the levels: Wickerman, Arch, Black Forest and Stronghold (which was the level we showed at the Gamescom)
  - Worked on the chapter 8. I was responsible to create all the buildings on the left side of the river section and to create all the mid distance buildings to populate the scene
  - Worked on the beach section for the E3 presentation
  - Created many of the wooden structures which are placed everywhere in the game (the entire scaffolding and all the barricades, cranes and so on). Worked on many props
- **Crysis 3:** Mainly worked on the Level: "red star rising". Starting from the whitebox level right up to the production end. Took care about all the buildings in the first part of the level, asset and props creation, level art, collaborated on the riverbed, the cell HQ and so on

## Languages

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German  
Englisch

## Experience

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**Intern 3D Artist** 03/2012 – 02/2013

**Crytek GmbH, Frankfurt/fulltime**

Project: *Crysis 3 / (CryEngine)*

- **Crysis 3:** (see above)

**3D Artist** 10/2011 – 02/2012

**Dominating Studios Ltd., remote/freelance**

Project: *Critical Point: Incursion / (UDK)*

- **CPI:** I was part of the environment team and I created props and assets for the levels

**Working student** 03/2010 – 06/2010

**Avionic Design Service GmbH, Munich/fulltime**

Project: *Icons and artworks for their products*

- Marketing and 3D visualization for aerospace and military communication systems

**Graphic Designer** 12/2007 – 03/2012

**Numerous clients, remote/freelance**

Project: *various...*

- Designing advertisement stuff, websites and creating artworks on a freelance basis  
I did this for all different kind of professionals, studios, doctors, clubs, hotels and many others

**Modding Groups** 09/2009 – 05/2011

**Numerous projects, remote/ -**

Project: *Daedalus Immortal Existence (UDK Mod), Anderwelt (Vision Mod)*

- Concept art, environment art, character art and art direction for Mods

## Education

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**SAE Munich** 11/2008 – 03/2011

Degree: Bachelor of Arts in Interactive Animation

**Georg Simon Ohm Fachhochschule Nürnberg** 10/2005 – 09/2007

Computer sciences

**städtische Fachoberschule Nürnberg** 07/2002 – 09/2005

Degree: Fachhochschulreife (Technik)