

HARSH BORAH

Senior 3D Modeler/Artist

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Profile

Working as **Senior 3D Character** modeler for Movie VFX and Games industry. 10+ years hands on production experience in High resolution modeling of Characters/Creatures, Hard Surface modeling. Advance UV mapping using Maya's internal tools or external software such as Unfold 3D or Roadkill and Texturing using projection or hand painted. Hair & Fur creation using Shave and Haircut.

Have contributed to Movies and Games and Game Cinematics such as **Cloudstreet, Wanted, Jumper, Need For Speed(Most Wanted), Skate, Looney Tunes Acme Arsenal, Spacechimps** and more.

Some of my works have been published in CG art books, websites and major CG forums. I have held some live modeling workshops and contributed tutorials to the CG community, you can also find them on my portfolio website <http://www.harshcg.com/>

Having worked around across the globe, I've gained experience in a varied working aspects and cultures. This helped me to apply and improve my creative and interpersonal skills, and Manage Art Teams resulting in better production values.

Objectives

To attain a Senior 3D Modeler position on a Film production, where I can produce above expected quality, learn and facilitate with my passion, and share my experience in CG that I have earned in past years of my Film and Games production experience at various studios around the world.

To use my traditional sculpting and art skills, into digital medium, with my experience of solving technical hurdles resulting in better production environment. To be a great team player or leader and a fun person to work with.

Work Experience

Lifeway College, Snells Beach New Zealand

June 2010 – Current

Teaching Advance 3D Character Modeling course for year two at Lifeway College in New Zealand.

Chroma Media, Melbourne AUSTRALIA
Senior 3D Modeler/Artist

May 2010 – Current

Working on upcoming tele-movie **Cloudstreet**, hard surfacemodeling 1940s Warplane, Steam train engine and more. Modeling from original references and creating additional models from concepts. Using Maya, Mudbox, ZBrush and Photoshop.

Resolution Independent, Melbourne AUSTRALIA
Senior 3D Character Artist

May 2009 – April 2010

Character modeling lead on **World Expo Australia**, showcasing realistic modeled kids from different ethnicity. Responsible for the character's look and development. Modeling from concepts, with proper edge loops for friendly animation. Layered sculpting Facial Morphs in Mudbox. Base modeling in Maya and details in Mudbox. Also responsible for Shave and Haircut and Lighting pipeline through final rendering using Mental Ray in Maya.

Redtribe Melbourne, AUSTRALIA
Senior 3D Character Artist

Feb 2006 – Oct 2008

Worked as Lead 3D Character artist on Next-Gen titles released on Xbox 360, Wii and PC. Responsible for creating high resolution character models and props. Leading the team for proper production pipeline. Also setting the look and feel of the game.

[EA Blackbox](#), Vancouver CANADA

Sept 2005

3D Artist

Fulltime Modeler and Texture artist job at Electronic Arts Blackbox, makers of one of world's best game titles as NEED FOR SPEED and more.

Education

Game Arts and Design Diploma

08/2004-10/2005

VANARTS ,Vancouver, BC. CANADA

www.vanarts.com

Graduate from the full-time 3d game arts and design program covering topics in both analog art and digital 3D creation. Included half year of traditional Sculpting, Life Drawing and Painting.

Advance Diploma in Multimedia

1997 – 2000

ARENA MULTIMEDIA , New Delhi, INDIA

Three years Advance Diploma in Multimedia and 3D Graphics from Arena Multimedia.

Knowledge and Skills

Primary Skills

- **Efficient High Poly Modeling with proper loops for Displacement map or Normal Map generation for Characters, Creatures and Environment.**
- **Facial Morph Targets modeling using layered structure in Mudbox/ZBrush.**
- **Advance UV mapping using Maya's internal mapping tools and standalone software like UnFold 3D or/and Roadkill.**
- **Character Pipeline Development for Movies VFX and Games.**
- **Strong knowledge of anatomy for humans (male/female), animals and stylized anatomy for fantasy creatures.**
- **Traditional Sculpting and Painting knowledge.**
- **Exceptional Artistic Sensibility and an eye for detail.**
- **An excellent Team Leader/Player and clever troubleshooter/sniper.**

Secondary Skills

- **Texture creation using Photo Reference, Hand painted or Procedural techniques.**
- **Mental Ray Lighting for Production.**
- **Hair and Fur development using Shave and Haircut for Maya.**

Software Experience

Maya

Mudbox

ZBrush

Unfold 3D

Topogun

Mental Ray

Shave and Haircut

3D Studio max

Adobe Photoshop

Adobe Aftereffects

Unreal Engine

Awards and Publications

[Frankenstein published in Ballistic d'artiste Character Modeling 3 book](#)

Live Modeling Autodesk Workshops for Autodesk

[Interview with CGTANTRA](#)

[Interview with CGARENA](#)

[Interview with ANIMATIONXPRESS](#)

[My Demoreel on FrontPage of CGTALK](#)

First prize for VLAD character for a completion on CGUnderground.

[VLAD character printed in a famous CG magazine](#)

References

Available upon request.

Residency Status

Australian Resident

Contact

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