



Fooy Aslam

in love with 3D Art

PERSONAL INFO

Phone

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E-mail

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Artist Instagram

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Portfolio

fooy-portfolio.my.canva.site

LANGUAGES

English



Spanish



ABOUT ME

passionate 3D artist with over 6 years of experience in 3D modeling, Animating, Product commercials, and asset creation in general, seeking to bring fresh ideas and interdisciplinary approach to waxy's work, worked as a professional freelancer for 4 years now and made tens of Prodcut commercials, characters and tens of assets for indie projects

WORK EXPERIENCE

2018 -
2020

freelancing for small companies and indie games

Made tens of Commercial art for small companies

made over a hundred fully rigged and textured characters

made tens of 3D assets for indie games

made hundreds of 3D props for indie games

2021 -
2022

working with XR-one Team

in 2021 i was working with XR-one team in a VR project and made tens of fully rigged characters and 3d Enviroments with them tho it wasnt a long term job so in 2022 i was done working with them

2022 -

in 2022 worked for few months with an indi game team called OmziCrop, mostly as 3D Environment artist because thats what they needed, made tens of massive 3D Environments with them and couple more props for the game.

SOFTWARE SKILL

Blender



ZBrush



substance painter



Unreal Engine 5



Adobe photoshop



DaVinci Resolve

