



**Kian
Babayi**

**3D Generalist
Matte Painter**

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kianbabayi.com

Orange County/Los Angeles

Profile

3D Generalist and Digital Matte Painter with extensive experience in creating 2D, 2.5D, and 3D environments for film and television. Proficient in crafting entire shots, from concept to final delivery. Strong communicator with proven experience collaborating in a team.

Experience

Crafty Apes | Remote | September 2025 - Present

Digital Matte Painter

Created environments for upcoming feature films and television series through 3D environment workflow and digital matte paintings with 2.5D projections.

Ingenuity Studios | Remote | January 2024 - August 2025

Digital Matte Painter

Produced photorealistic matte paintings, CG assets, 3D environments, and concept designs for over 40 released and upcoming feature films, television series, music videos, and advertisements.

Crazy Maple Studio | Remote | November 2023 - December 2023

VFX Generalist

Managed high volume of shots while integrating VFX elements, 3D cameras, and self-made CG assets into live-action plates for short-form content. Collaborated with directors and other artists to refine cinematic composition.

Blizzard Entertainment | Remote | February 2023 - May 2023

Digimatte Mentorship

Developed cinematic environment workflows under mentorship of Blizzard cinematics' digimatte artists, while emphasizing shot design and storytelling.

Boeing | Long Beach, CA | March 2019 - March 2021

Environmental Control Systems Engineer

Headed systems engineers in delegating and executing tasks in conjunction with multi-disciplinary global team. Delivered results of technical analyses to clients and adjacent teams via presentation.

Digital Skills

- Procedural environment/asset generation and shading
- Modeling and texturing of 3D assets
- Lighting, rendering, compositing
- Large-scale scene assembly (USD)
- 2.5D multi-layered matte projections for set extension
- Previs and shot composition
- Concept design
- Integration of 2D and 3D elements

Education

Gnomon - School of Visual Effects, Games, and Animation

Graduated; Certificate in Digital Production, 3D Generalist

2021 - 2023

University of California, Irvine

Graduated; Bachelor of Science in Chemical Engineering; Magna cum laude

2014 - 2018

Software Proficiencies

- Autodesk Maya
- Nuke
- Adobe Photoshop
- SideFX Houdini
- Solaris
- V-Ray/Arnold/Redshift
- Gaea
- Python
- Zbrush
- Speedtree
- Adobe Substance Painter
- Unreal Engine