

Kian Babayi

3D Generalist Matte Painter

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kianbabayi.com

Los Angeles/Orange County

Software

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

Profile

3D Generalist who builds art-directable 3D environments and matte paintings that can accommodate quick iterations and last-minute changes, while minimizing downstream work and eliminating render times with 2.5D solutions. Comfortable handling entire environment pipeline, including modeling, texturing/shading, layout, lighting, and rendering.

Experience

Dark Burn Creative

August 2026 - September 2026

3D Generalist

Handled multiple disciplines under tight timelines with minimal supervision for a game cinematic in Unreal Engine, while interpreting ambiguous notes and smoothly integrating urgent last-minute client requests. Responsibilities included 3D environment modeling/texturing/layout, lighting, skybox DMP, and compositing.

Crafty Apes

September 2025 - June 2026

Digital Matte Painter

Built art-directable environments for feature film and episodic that can survive late notes and are optimized for quick iteration, maintaining quality despite high shot volume. Environment work included both full-3D builds using procedural techniques and multi-layer 2.5D matte painting projections to bypass 3D and reduce render times for quick-turnaround needs.

Ingenuity Studios

January 2024 - August 2025

Digital Matte Painter

Produced photorealistic matte paintings with layer stacks anticipating any downstream compositing needs, minimizing internal send-backs and reducing reliance on 3D renders. Modeled, textured, and archived library of optimized 3D environment assets in USD format for ease of use company-wide.

Crazy Maple Studio

November 2023 - December 2023

VFX Generalist

Managed and finalized high volume of shots as sole artist, handling modeling, texturing, lighting, and rendering of 3D assets, as well as seamless integration of 3D assets and VFX elements into live-action plates for short-form content. Built re-usable compositing frameworks for similar shots to expedite turnaround.

Blizzard Entertainment

February 2023 - May 2023

Digimatte Mentorship

Developed cinematic environment workflows under mentorship of Blizzard SFD digimatte artists.

Digital Skills

- Procedural environment/asset generation and shading
- Large-scale scene assembly/layout
- Modeling and texturing of 3D assets
- Lighting, rendering, compositing
- 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