



Kian Babayi

Matte Painter 3D Generalist

kianbabayi@gmail.com

kianbabayi.com

Orange County/Los Angeles

Profile

Digital Matte Painter and 3D Generalist, with skills in 2D, 2.5D, and 3D workflows. Adept in constructing intriguing, immersive cinematic worlds that inspire a sense of wonder. Strong communicator with proven experience collaborating in a team.

Experience

Ingenuity Studios | Remote | January 2024 - Present

Digital Matte Painter

Created digital matte paintings and CG assets for upcoming feature films, episodic content, music videos, and advertisement.

Crazy Maple Studio | Remote | November 2023 - December 2023

VFX Generalist

Managed a high volume of shots while integrating VFX elements and self-made CG assets into live-action plates for short-form content.

Blizzard Entertainment | Remote | February 2023 - May 2023

Digimatte Mentorship

Corresponded with Blizzard digimatte artist Evan Butler to gain knowledge of current workflow techniques, best practices, and strong artistic direction.

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 customers and adjacent teams via presentation.

Digital Skills

- Conceptualization of matte paintings
- 3D lighting, rendering, compositing
- Integration of 2D and 3D elements
- Creation of large-scale, fully CG environments
- 2.5D multi-layered matte projections for set extension
- Development of 3D assets via modeling and texturing

Awards

- Finalist, 3D Animation, Rookies 2023
- Excellence Award, Rookies 2023
- Draft Pick, Rookies 2023
- Draft Pick, Rookies 2022
- Gnomon Best of Term, Winter 2023
- Gnomon Best of Term, Fall 2022
- Gnomon Best of Term, Fall 2021

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
- Houdini
- Adobe Substance 3D Painter
- Gaea
- V-Ray
- Unreal Engine
- Arnold
- Redshift
- Phoenix FD
- Autodesk Mudbox
- Zbrush
- Speedtree
- Shotgun
- Adobe Substance Designer