Farshid Naji

Creative Portfolio

3D Architectural & Game Environment Designer

Info :

LinkedIn.com/in/FarshidNaji

FarshidNaji@Gmail.Com

About Me

With over five years of experience in Revit, 3ds Max and Unreal Engine, I am a 3D Artist. I have a strong background in 3D modeling, lighting, and optimization. I use UE5 and 3DS Max, and other tools to create high-quality artwork that meets each project's technical and artistic requirements. I am very passionate about Creating 3d Environments as well. I am a team player also strong in problem-solving and 3D Arts.

Kind Regards
Farshid Naji

Experience

3D Artist (Unreal Artist)
Emperia – London (Remote)
June 2022 to Nov 2023
BIM Modeler & Real-Time Visualizer
Restless Design - Dublin (Remote)
July 2022 to December 2022
BIM Modeler & Real-Time Visualizer
Prism Architecture - Fort Lauderdale, FL (Remote)
May 2021 to June 2021
Architect/Interior Designer
Epic Architects - Istanbul
April 2018 to February 2021
3D Visualist/Graphic Designer
Tandis Architects - Istanbul
February 2016 to July 2018

Language

- *English - Intermediate*

Skills

- *Interior Design (3 years)*
- *Revit (5 years)*
- *Architectural Rendering (5 years)*
- *3D Rendering (5 years)*
- *3ds Max (3 years)*
- *3D Design (5 years)*
- *Building Information Modeling (4 years)*
- *3D Animation (4 years)*
- *Unreal Engine (5 years)*

Links

www.FarshidNaji.com

ArtStation.com/FarshidNaji

LinkedIn.com/in/FarshidNaji

YouTube.com/FarshidNaji

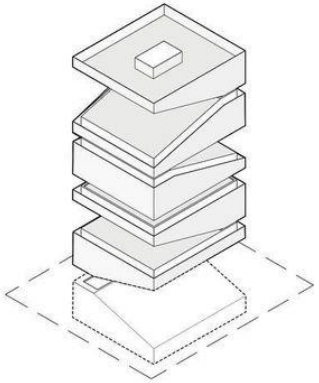
1. Concept Design & 3D Modeling

Descriptions :

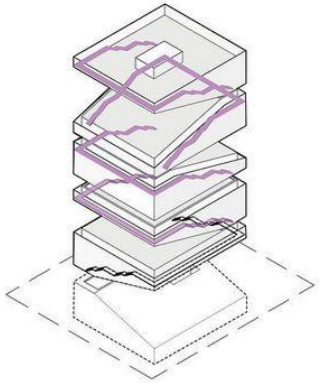
Architectural concepts are the designer's way of responding to the design situation presented to them. They are a means of translating the non-physical design problem into the physical building product. Every project will have critical issues, central themes or problem essences, and the general issues of designing a building can be approached in a number of ways.

Artist:

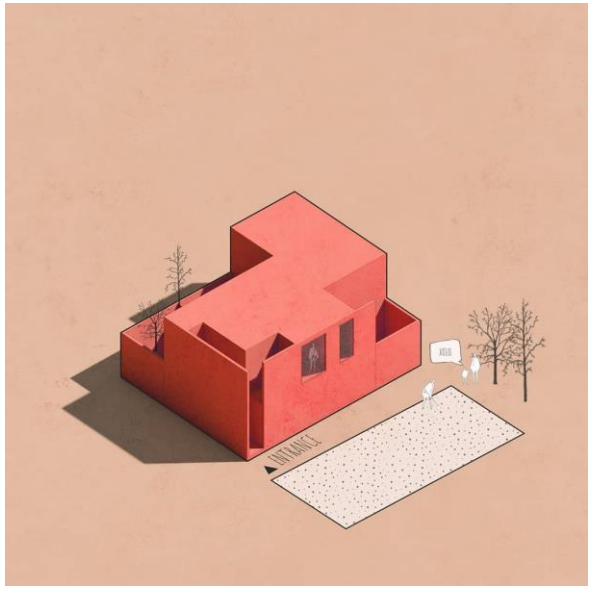
Farshid Naji

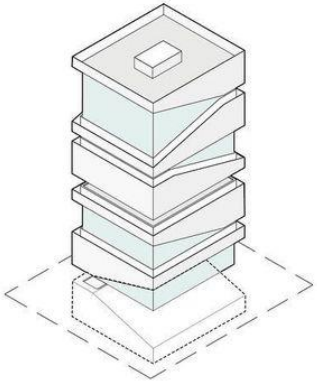


MASS

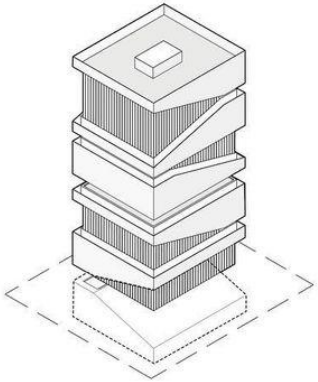


CIRCULATION





FACADE GLASS



FRAMES

3D Modeling

3D View Link

3D View Link

3D View Link

3D View Link

3D View Link

3D View Link

3D View [Link]

3D View [Link]

3D View [Link]

3D View [Link]

3D View [Link]

3D View [Link]

2. Game Environment Design

Descriptions :

3D environment design is a crucial element in modern video game development. It's a process of creating immersive virtual environments that the player can explore and interact with. This can include anything from natural landscapes and urban cityscapes to sci-fi spaceships and fantastical realms. Essentially, it's the art of building virtual worlds that look and feel real enough to transport players to another world entirely.

Software:

Autodesk Revit
Autodesk 3DS Max
Unreal Engine 5

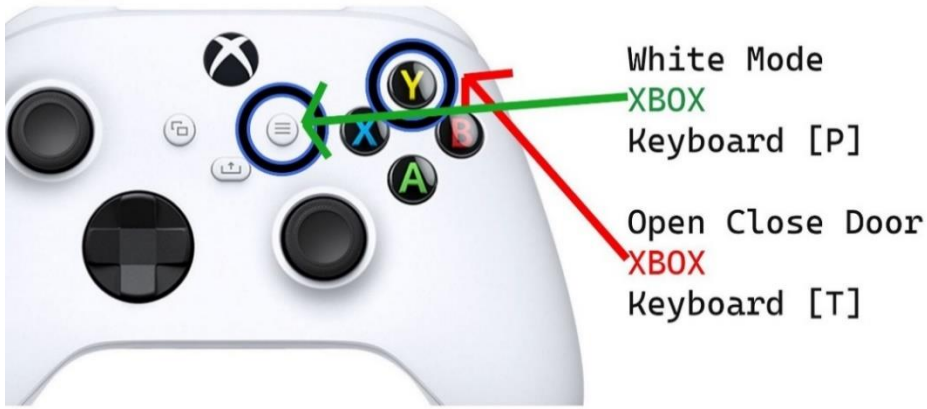
Interactive Pharmacy Demo(2021):

Demo OneDrive Download (1 GB)

Or

Demo GoogleDrive Download (1 GB)

- Day and Night Support
- Xbox Controller and Keyboard Support
- Objects & Materials swaps
- Travel Between Spaces



(2021)Realtime Day/Night Interior:

Demo OneDrive Download (800MB)

Or

Demo GoogleDrive Download (800MB)

Minimum Hardware Requirements:
NVIDIA RTX2000 or AMD RX-6000 or higher
Windows 10 (1909.1350) or Windows 11 or higher

Bicester Village Environment:

[YouTube Link]

Charles & Keith Virtual Store:

YouTube Link

Demo OneDrive Download (1.5GB)

Or

Demo GoogleDrive Download (1.5GB)

Realtime LaVallee Village:

YouTube Link

BMW Showcase:

YouTube Link

3. 3D Animations

Descriptions:

The 3D animation definition that describes its most common usages is: the process of creating three-dimensional moving images and placing them into a digital environment. These objects are generated in software designed specifically for 3D animation. Such programs allow 3D Animators to create the illusion of movement needed to bring objects to life.

Software:

V-Ray GPU
Unreal Engine 5
DaVinci Resolve

Realistic Interior Animation:

YouTube Link

Realistic Exterior Animation:

YouTube Link

Photorealistic Restaurant Visualization:

YouTube Link

Street Environment Cinematic

YouTube Link

4. Architectural Interior & Exterior Modeling and Visualization

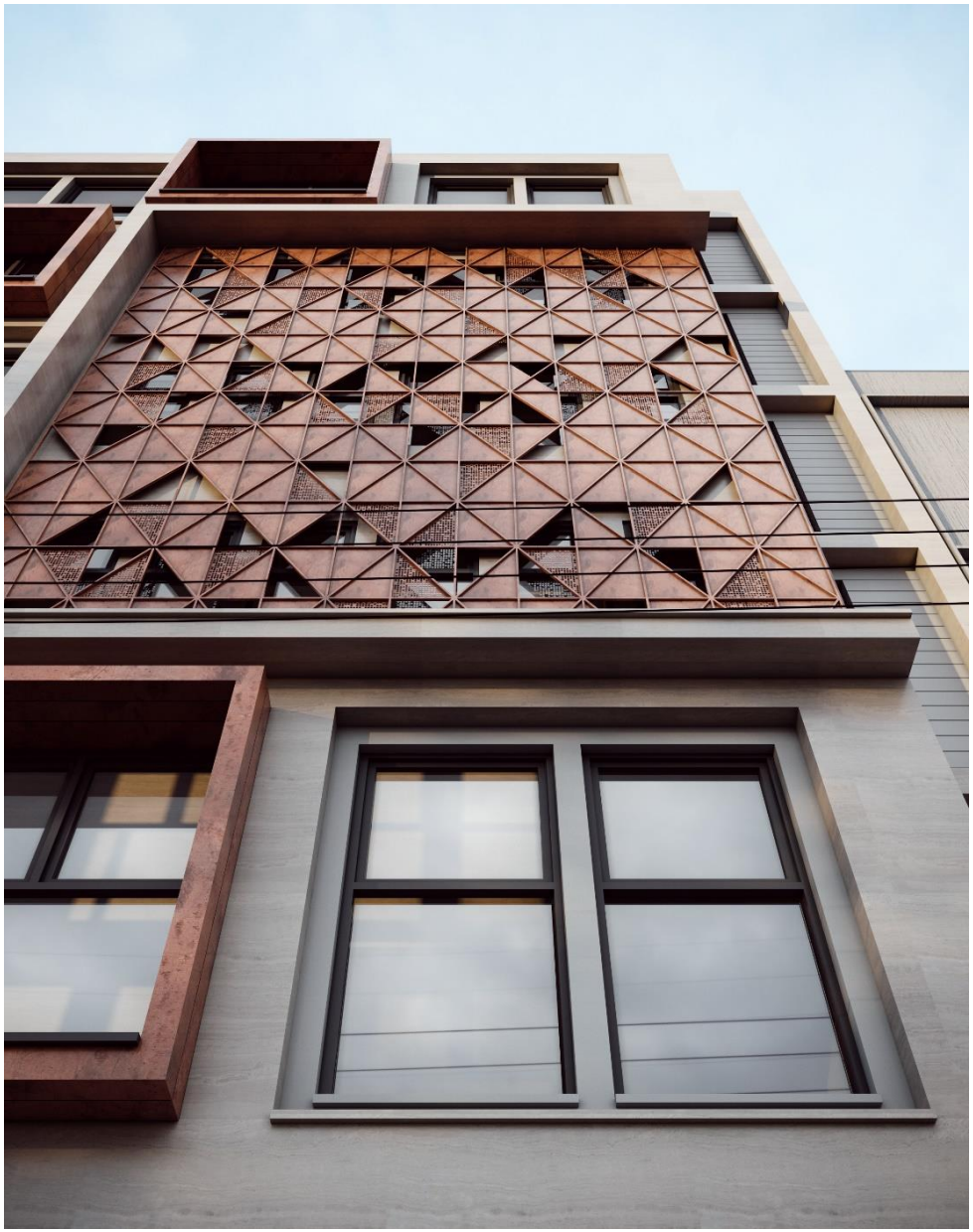
Descriptions :

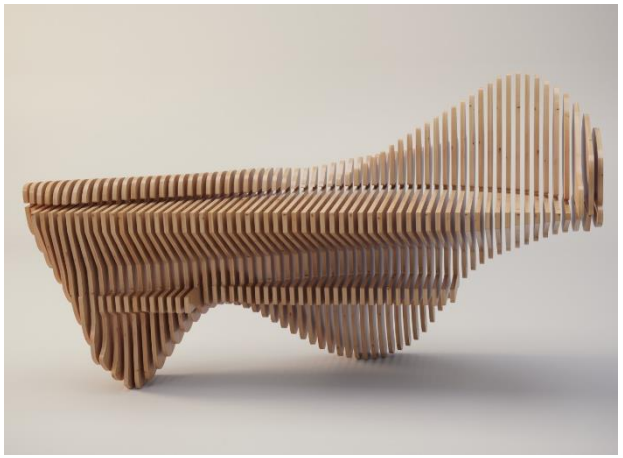
Architectural design is an important phase of every project because it focuses heavily on the functionality and aestheticism of your project. Every design detail will make a difference in the day-to-day life of those who will be utilizing the space. When it comes to functionality, we know you want the most efficient and seamless space possible. When it comes to aestheticism, we know you want the space to meet your vision and create the most fitting environment to meet its purpose.

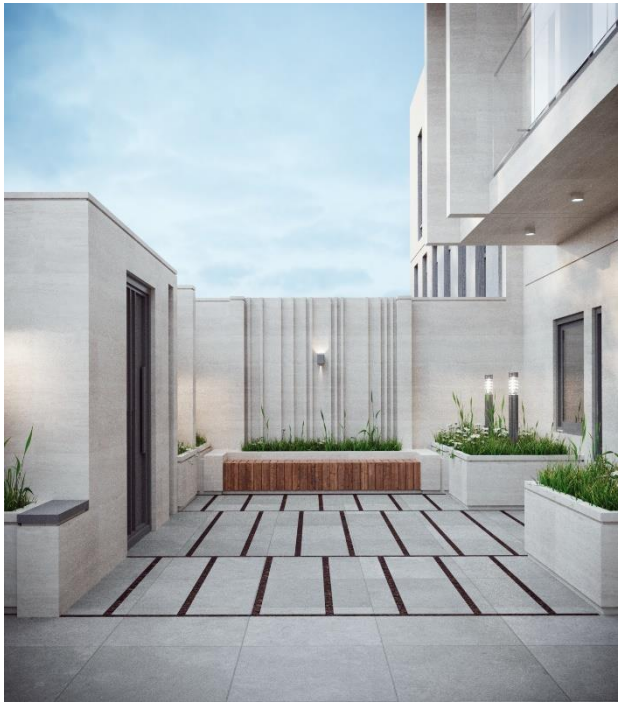
Software: *Revit*, *3DS Max*, *Photoshop*

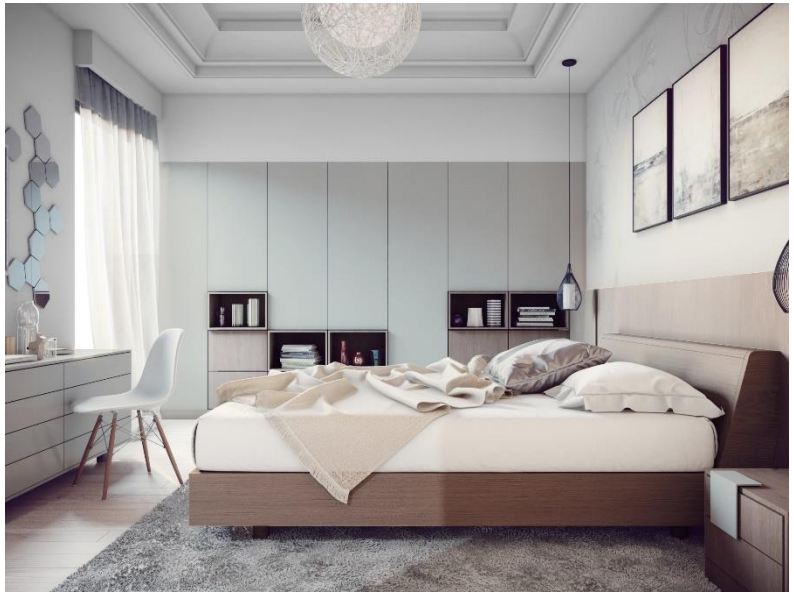
1 Entrance filter
2 Entrance filter
3 Sitting room
4 Dining room
5 Living room
6 Kitchen
7 Balcony
8 Master bedroom
9 Bedroom
10 Bath
11 W.C
12 Walking closet
13 Laundry
14 Parking spot
15 Store

Software: *Revit*, *3DS Max*, *Photoshop*









GET INTOUCH

Email : FarshidNaji@Gmail.Com
Website: https://www.farshidnaji.com/
Portfolio: FarshidNaji.com/Portfolio.pdf