

SOLMAZ HADAVAND

3D CHARACTER ARTIST

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Open to Remote Work and International Relocation

PROFESSIONAL SUMMARY

3D Character Artist with 7+ years of professional experience creating stylized and realistic characters for games, cinematics, and animation. Experienced across the full character production pipeline, including high-poly sculpting, low-poly modeling, retopology, UV layout, baking, PBR texturing, and production-ready asset preparation. Contributed to international studio productions, including character work later released as a playable character in Fortnite.

CORE EXPERTISE

Character Sculpting | Stylized & Realistic Characters | High/Low Poly | Hard-Surface Modeling | Retopology | UV Layout | Baking | PBR Texturing | Facial Likeness | Game-Ready Asset Preparation

PROFESSIONAL EXPERIENCE

Bad Decisions Studio Freelance 3D Character Artist	Jan 2025 - Present
- Sculpt character models in ZBrush and Maya for professional game and cinematic productions. - Prepare detailed, production-ready character assets for real-time and cinematic workflows.	
SKYFRAME Animation Studio 3D Character Artist - Full-time	Jul 2024 - Jan 2025
- Sculpted detailed high-poly character models and created efficient low-poly meshes in Maya. - Collaborated closely with concept, technical, and rigging artists throughout production.	
Bad Decisions Studio Freelance 3D Character Artist	Dec 2023 - Mar 2024
- Contributed to 10 hard-surface character avatars for the Abu Dhabi Autonomous Racing League (A2RL). - Worked across sculpting, modeling, retopology, and UV layout for game-ready assets. - Contributed to a character later released as a playable character in Fortnite.	
Lady Bird Studio 3D Character Modeler	Apr 2023 - Jun 2024
- Sculpted more than 20 stylized character models in ZBrush for cinematic and gameplay use. - Created detailed high-poly and optimized low-poly meshes in Maya. - Collaborated with concept, technical, and rigging artists.	
Avataris 3D Character Modeler	May 2022 - 2023
- Sculpted more than 200 realistic likeness models in ZBrush. - Created blend shapes in Character Creator 4 and delivered high-poly and optimized low-poly assets.	
Poly Land Studio 3D Character Modeler	Sep 2018 - Apr 2022
- Created character and skin models using ZBrush, Maya, and Substance 3D Painter. - Collaborated with concept, technical, and animation teams.	

SELECTED PRODUCTION & PORTFOLIO WORK

Abu Dhabi Autonomous Racing League (A2RL) | Bad Decisions Studio

Contributed to the creation of 3D character avatars for participating league teams. One of the contributed characters was later released as a playable character in Fortnite.

Responsibilities: Character modeling, sculpting, retopology, UV layout, game-ready asset preparation

Tools: ZBrush, Maya, Photoshop

Haruki (陽輝) | Unreal Engine 5 Cinematic - Bad Decisions Studio

Created production-ready character assets for a real-time cinematic short, with attention to hard-surface forms, clean topology, and pipeline-ready preparation.

Responsibilities: High-poly sculpting, hard-surface modeling, retopology, UV layout, baking

Tools: ZBrush, Maya, Photoshop

Hela | Real-Time Character - Personal Project

A real-time character recreation focused on facial likeness, costume detailing, hard-surface accessories, and physically based texturing.

Responsibilities: Character sculpting, facial likeness, costume modeling, retopology, UV layout, baking, PBR texturing, lighting and rendering

Tools: ZBrush, Maya, Photoshop, Substance 3D Painter, Arnold

Monster Police | Stylized Character Project

A stylized character project featuring two distinct police characters with contrasting proportions, silhouettes, and personalities.

Responsibilities: Character modeling, sculpting, retopology, UV layout

Tools: ZBrush, Maya, Photoshop

SOFTWARE & TECHNICAL SKILLS

ZBrush | Maya | Substance 3D Painter | Character Creator 4 | Marvelous Designer | Arnold | Photoshop

Topology Optimization | Concept-to-Render Pipeline | Cross-Functional Collaboration | Time Management | Problem Solving

EDUCATION & LANGUAGES

Bachelor of Arts in Painting

Islamic Azad University | 2008 - 2012

Persian - Native

English - Professional Working Proficiency

ADDITIONAL EXPERIENCE & LEADERSHIP

Customer Box Co. | Graphic Designer | Dec 2014 - Aug 2017 - Designed business cards, postcards, and corporate gift packaging.

Damoor Institute | Art Instructor | Nov 2010 - Nov 2013 - Taught pencil sketching and oil painting with a focus on anatomy and portraiture.

Warrior Within Academy | Program & Event Supervisor | 2016 - 2022

CreativeMornings | Event Supervisor | 6 years