I'm Mohamad Moradiyani

A passionate 3D Designer and Director

with over 7 years of experience in the animation industry. I specialize in 3D modeling, sculpting, texturing, and rendering, using tools like ZBrush, Maya, Blender, and Substance Painter. My work combines technical precision with artistic creativity to deliver high-quality animations and visual effects. I am currently seeking remote freelance or full-time opportunities to further enhance my craft. Explore my portfolio at moradiyani.com



LET'S GET STARTED →

Experiences

My work experiences in different companies



3D Artist ...

Your Company - Remote or Full Time You specify the time...



Co-Founder - Lead 3D Design

Unwrap Studio - Full Time Oct 2021 - Oct 2023 . 2 yr



3D Artist - Motion designer

Digikala (Smartech) - Full Time Jul 2021 - Dec 2021. 6 mos



3D Artist - visual designer

Mobtaker Team - Full Time Nov 2020 - May 2021.7 mos



3D Environment Designer

GIF Studio - Freelance Mar 2021 - Apr 2021 . 2 mos



3D Supervisor

DarkBlue Studio - Full Time Jul 2017 - Sep 2018 . 1 yr 3 mos

Tools

The tools I use when doing the project as needed



















About **My Portfolio**

my main portfolio uploaded on my personal website.

CHECK IT OUT 🔍





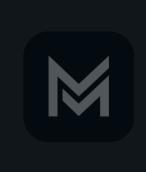






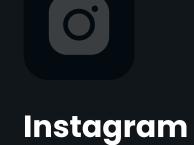
CONTACT INFO

Thanks for your attention, Keep in Touch...



Website

https://www.moradiyani.com Available



https://www.instagram.com/ moradiyanim



Behance

https://www.behance.net/ moradiyani

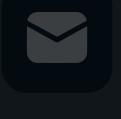


Dribbble

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Drop me a line