

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




Instagram
<https://www.instagram.com/moradiyanim>




Behance
<https://www.behance.net/moradiyani>



Dribbble
<https://www.dribbble.com/moradiyani>



LinkedIn
<https://www.linkedin.com/in/moradiyani>



Email
moradiyani@outlook.com
Drop me a line