SARWAR YAHIR KHAN

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OBJECTIVE

To obtain a challenging position that allows me to utilize my experience in an environment conductive to continual advancement of knowledge and skills

ACCOMPLISHMENTS

- 2009 Excellence Award from Interdec College (Scholarship to ENDI- Quebec)
- 2009 Graduation from ENDI (Certificat Industriel)
- First Place Winner from *Dell Regeneration* Art Contest
- First Place Winner from Crowdfire Art Contest
- First Place Winner from Jones Soda Art Contest
- First Place Winner from Comcast Art Contest

EXPERIENCE

- (July 2010- Present) Freelancing for I Krave Media
 - Creating wallpapers and title pages for IPhone and IPad's applications
- (December 2010 Present) Freelancing for **The Purchase Brothers** on *Half Life: Escape From City* 17 episode 3
 - Modeling and texturing
- (November 2009- June 2010) **POP6** The Ultramarines : A Warhammer 40K Movie
 - Modeling / Texturing/ Matte painting / Lighting
 - > Tasks needs to be done before deadline, and tasks could switch without warning depending on the production's pipeline and Director's decision
 - > Tasks needed to be done with creativeness but staying in the same style as the concepts
- (September 2009- November 2009) ENDI / Beenox
 - Concept art, modeling, texturing and matte painting
 - Working with team to create a game within a time limit
 - Working with 3d max and Unite and other game engines depending on the project.
- (Summer 2007- Winter 2009) NCO/ Bell ExpressVU
 - Coach/Mentor for customer service representatives and sales representatives
 - Coaching agents to improve their quality of the calls and teaching techniques for sales attempts
 - Working with production managers, supervisors and team leaders to handle company's sales net revenue, quality of calls and average handling time per call.

EDUCATION

- Interdec College 2D/3D Animation
- Dawson College- Business Administration

KNOWLEDGE

- Softimage
- 3D Max
- Vue
- Zbrush
- Mudbox
- Photoshop
- Combustion
- After Effects
- Premier Pro

LANGUAGE

- English
- French