

AmirHossein Gholami

Lead Technical Artist

With over 11 years of experience in design, motion graphics and technical art, I specialize in crafting procedural content and creating efficient tools that empower teams to deliver high-quality projects.

As a Lead Technical Artist, I build scalable workflows and real-time environments in Unreal Engine while also guiding and mentoring cross-functional teams to deliver ambitious creative visions. My expertise spans shader programming, real-time VFX, and tool development, blending technical precision with artistic direction.

I'm passionate about fostering collaboration across disciplines, aligning art and engineering, and helping teams thrive. By leveraging Unreal Engine, Python, and HLSL, I aim to create visually stunning, optimized environments that push the boundaries of interactive experiences. With a background in marketing, and IT, I bring a versatile skill set that enhances both production and leadership impact.

WORK EXPERIENCE

Lead Technical Artist

June 2023 – Present

AlliveSim ,Helsinki

- Leading a cross-functional team of 3–6 technical artists, owning the development and maintenance of scalable art pipelines and real-time workflows in Unreal Engine 5.
- Driving creation of custom tools and automation scripts using Python and Editor Utility Widgets to optimize level building, asset management, and material workflows.
- Planning and designing procedural content pipelines, ensuring modularity, efficiency, and artist-friendly toolsets.
- Establishing and documenting best practices for performance optimization, shader development, and debugging complex visual issues.
- Mentoring technical artists and providing technical direction to align team output with visual, gameplay, and production goals.
- Contributed to the design and implementation of large-scale levels in Unreal Engine, ensuring performance, modularity, and visual fidelity.
- Acted as a bridge between tech and art teams, streamlining collaboration and integrating real-time assets efficiently.

Senior 3D Artist

May 2022 – November 2022

Hasin Group ,Tehran

- Design creative for marketing purposes
- Produced 2D and 3D motion graphics and illustrations for implementation in mobile application UI (in app guidelines ,tutorials and onboarding video)
- Format optimization for efficient use in mobile devices and web (lottie library)
- Modeling ,texturing ,animating different assets (Cinema 4D, substance painter, blender)

Lead 3D Motion Designer

September 2020 – April 2022

Wallex exchange ,Tehran

- Led a team of 5–6 artists, overseeing the full production pipeline of 2D and 3D motion graphics for marketing campaigns.
- Directed and created 2D and 3D motion graphic projects for the marketing

CONTACT

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3D Reel/Technical Art website:

- www.amirzakeo.com
- vimeo.com/789428774
- behance.net/amirzakeo

SKILLS

Creative & Personal

- Originality & Creativity
- Conceptual Thinking
- Adaptiveness & Self-Motivation
- Prioritization & Communication
- Team Leadership & Mentorship

Technical

- Shader Programming (HLSL, Unreal Material Graph)
- Procedural Content Generation (PCG, Blender)
- VFX Systems (Niagara, Embergen)
- Pipeline Design & Optimization
- Performance Profiling (Unreal Engine toolset)
- UI/UX Systems & Design
- Animation Systems & Game-Design Fundamentals

Software / Plugins

- Unreal Engine
- Python
- Cinema 4D
- Blender
- Unity
- Adobe After Effects
- Adobe Illustrator
- Figma
- Adobe Photoshop
- Substance 3D painter
- Embergen
- X-particles
- World Creator
- Marvelous Designer
- Gaea
- Houdini
- HLSL/GLSL
- C++

EDUCATION

Bachelor of Arts

Major in Digital Arts

Tehran ,Iran – 2018

- team (Adobe After effects / Illustrator / Blender / Cinema 4D / Octane)
- Generated brand awareness with top quality motion design
- Collaborated in brainstorm sessions / creating campaign ideas and promoting products
- Look development / Rendering and compositing 3D motion graphics (Cinema 4D / Octane /After effects)

Motion Designer

September 2018 – May 2020

Jeanswest ,Tehran

- Illustrated and animated 2D motion design projects for video walls located in +40 stores across the country and social media advertising
- Cooperated with a team of 7 designer to implement printing design theme in video production
- Generated more than 500k views across social media over 3 years of consistent production
- Collaborated in brainstorm sessions / suggesting campaign ideas which resulted in generating new customers and brand awareness

3D Motion Designer

2017 – 2022

Freelancer

- Produce NFT projects for clients around the world
- Learn Unreal Engine and Houdini for real-time VFX and terrain generation in the game and cinematic industry.

Graphic Designer & Junior Motion Designer

2017 – 2018

Seyagh Software ,Tehran

Graphic Designer

2015 – 2017

Mohitara ,Tehran

Bachelor's degree

Major in Computer Science
Tehran ,Iran – 2015

REEL / Website

www.amirzakeo.com

3D Reel 2023:

- vimeo.com/789428774
- behance.net/amirzakeo

2D Reel 2022:

- vimeo.com/808858494