

# Ali Seiffouri

## Senior Technical Artist

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### Summary

- Award winning Senior Technical Artist specialized in mass production of digital assets using procedural tools
- Over 23 years of experience in various fields including:
  - Feature Films, TV Commercials, Animations and Motion Graphics
  - Video Games, Augmented Reality and Virtual Reality (AR / VR)
  - High-Tech, AI and Machine learning
  - Architecture and Home Decoration
  - Scientific and Medical Visualization
  - Product and Industrial Design
  - Graphic Design, Corporate Identity Design and Printed Media
- Deep knowledge of Mathematics, Physics, and Programming
- Strong skills in Traditional Arts: Painting, Illustration, Calligraphy, Music and Composing...

### Work Experience

#### Professional:

- 2022 ~ ...      Peganum L.L.C, GA, USA      Founder / Owner-Operator  
- Technical Art Consultation and Services  
- Procedural Asset Production / Shader and Tool Development / Visual Effects
- 2021 ~ 2022      Wave XR, CA, USA      Senior Technical Artist  
- Research and Development (Unreal Engine) for Virtual Reality Concert Production  
- Tools Engineering and Shader Implementation
- 2019 ~ 2020      Synthesis AI, CA, USA      Lead Technical Artist  
- Procedural Asset Production Pipeline Design and Implementation  
- Mass Production of 3D Assets and Synthetic Data for Training Deep Learning Models
- 2016 ~ 2019      Houzz, CA, USA      Senior Technical Artist  
- Pipeline Design and Implementation / Tools Engineering  
- Mass Production of 3D Assets
- 2015      Cloud Imperium Games, TX, USA      Senior Technical Artist / Tools Engineer  
- Shipped Titles: *Star Citizen*

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2015	<b>Seminole State College, FL, USA</b>	<b>Adjunct Digital Media and 3D Professor</b>
2015	<b>Evolution Ventures, FL, USA</b>	<b>Senior Technical Artist</b>
2012 ~ 2015	<b>EA Sports (Tiburon), FL, USA</b>	<b>Technical Artist</b>
	- Procedural Asset Production / Tool and Shader Development	
	- Shipped Titles: <i>PGA Tour (2012, 2013, 2015) - NCAA 13, 14 - NBA Live 14</i>	
2011	<b>Blizzard Entertainment, CA, USA</b>	<b>Effects Artist Intern (Film Department)</b>
	- Shipped Title: <i>Diablo III</i>	
2009 ~ 2010	<b>PixelPost, Petaling Jaya, Malaysia</b>	<b>VFX Supervisor / Technical Director</b>
	- Visual Effects Supervision / Technical Direction	
2008	<b>Pixomondo Images, Ludwigsburg, Germany</b>	<b>3D Generalist Intern</b>
2004 ~ 2005	<b>Tarh-o-Takvin, Tehran, Iran</b>	<b>Architectural Visualization Artist</b>
2002 ~ 2004	<b>Kermanshah TV station, Kermanshah, Iran</b>	<b>3D / Motion Graphics Artist</b>
2000 ~ 2002	<b>T.A. K. Advertising Agency, Kermanshah, Iran</b>	<b>3D Artist / Graphic Designer</b>

***Other Work Experiences:***

2000 ~ 2010 Private Tutor of 3Ds Max, Photoshop, Mathematics, Physics, Chemistry and Piano

## ***Education***

***Academic:***

2010 ~ 2012	<b>Masters of Arts in Visual Effects – GPA 4.0</b> Savannah College of Art and Design – Savannah, Georgia, USA
2005 ~ 2009	<b>Bachelors of Creative Multimedia in Film and Animation – GPA 3.8</b> Multimedia University - Cyberjaya, Malaysia
1999 ~ 2002	<b>60 Credit Hours in Applied Physics</b> Razi University - Kermanshah, Iran

***Non-Academic:***

2014	<b>VEX in Houdini</b> CG Society Online Workshop – Instructor: Shawn Lipowski
2012	<b>Creating Maya Plugins</b> CG Society Online Workshop – Instructor: Karl Stiefvater
2012	<b>Writing Shaders for Renderman and Mental Ray</b> CG Society Online Workshop – Instructor: Karl Stiefvater

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## ***Technical Skills***

- Programming / Scripting Python, C++, MEL, MaxScript, VEX,, HLS, ...
- 3D Software Packages Houdini, Maya, 3Ds Max, Zbrush
- Procedural / Generative Art Houdini, TouchDesigner, Processing
- Compositing After Effects, Nuke, Premiere
- Render Engines Mantra, Renderman, Vray, MentalRay, Arnold,
- Game Engines Unreal, Unity
- Digital Illustration Photoshop, Painter, Procreate

## ***Publications***

- 2014 ***Robin*** *(Digital Painting - Caricature)*  
**Robin: Fan & Art Tribute Book to Robin Williams**  
A book by Marcin Migdal
- 2014 ***Procedural Asset Generation*** *(Educational Article)*  
**Procedural Content Group Annual Newsletter - 2014**  
EA Sports – Internal
- 2014 ***Franz Sanchez*** *(Digital Painting - Caricature)*  
**Bond: 50 Years in Caricature**  
A book by Marcin Migdal
- 2013 ***Proceduralism: What, Why and How*** *(Educational Article)*  
**Procedural Content Group Annual Newsletter – 2013**  
EA Sports – Internal

## ***Awards and Achievements***

- 2014 ***A Fish Tale*** *(Short Film – Visual Effects)*  
Official Selection Seattle Short Film Festival, USA
- 2012 ***Focal Point*** *(Short Film – Directing / Visual Effects)*  
Short Film Corner Festival de Cannes, France  
Special Screening MexiCannes Guadalajara International Film Festival, Mexico  
Special Screening La Cinémathèque Française, France
- 2011 ***Focal Point*** *(Short Film – Direction / Visual Effects)*  
Official Selection East by South East International Short Film Festival, Berlin, Germany
- 2010 ***SCAD Honors Award*** *(Academic)*  
Two Years Scholarship Savannah College of Art and Design, USA
- 2010 ***Focal Point*** *(Short Film – Directing / Visual Effects)*  
Official Selection Off-Courts Trouville Film Festival, France  
Official Selection Concorso Film Festival, Italy  
Special Mention Dokufest International Documentary & Short Film Festival, Kosovo  
Best Short Film Award San Gio Video Festival, Italy  
Grand Festival Award Vernon International Film Festival, France  
Official Selection Thai Short Film & Video Festival, Thailand

	Official Selection	Cinefiesta International Short Film Festival, Puerto Rico
2010	<b><u>Focal Point</u></b> Special Screening Official Selection Out-of-Competition Official Selection Finalist Official Selection Official Selection Official Selection	<i>(Short Film – Directing / Visual Effects)</i> Cinema Eldorado Short Film Festival-Dijon, France S-Express Jakarta International Film Festival, Indonesia Images That Matter International Short Film Festival, Ethiopia International Film & Photo Festival of Students, Iran Munich International Short Film Festival, Germany SFF-rated Athens International Sci-Fi & Fantasy Film Festival, Greece Image of the Year Film Festival, Iran Spectrum Shorts, Rotterdam International Film Festival, Netherlands
2009	<b><u>Focal Point</u></b> Out-of-Competition Official Selection Best SEA Short film	<i>(Short Film – Directing / Visual Effects)</i> Fajr International Film Festival, Iran Clermont-Ferrand International Short Film Festival, France Cinemanila International Film Festival, Philippines
2007	<b><u>Without Condemnation</u></b> Best Film Award	<i>(Documentary – Directing / Editing)</i> Multimedia University, Malaysia
2007	<b><u>A Pensive Moment</u></b> CG Excellence Award	<i>(Digital Art)</i> CG Overdrive, Singapore
2007	<b><u>Admiration of “9”</u></b> 1 <sup>st</sup> Runner-up	<i>(Poster Design)</i> “Rang Magazine” Poster Design Competition, Iran
2007	<b><u>Honoree Dean Award</u></b> Semesters1 and 2	<i>(Academic)</i> Multimedia Universities, Malaysia
2006	<b><u>Pearl of the Ocean</u></b> Winner	<i>(Trophy Design)</i> K-ICT Penang Trophy Design Contest, Malaysia
2006	<b><u>The Guide</u></b> 2 <sup>nd</sup> Runner-up	<i>(Trophy Design)</i> K-ICT Penang Trophy Design Contest, Malaysia
2006	<b><u>Honoree Dean Award</u></b> Semesters 1 and 2	<i>(Academic)</i> Multimedia University, Malaysia
2006	<b><u>Without Condemnation</u></b> Nominated	<i>(Documentary – Directing / Editing)</i> Best Documentary, Malaysian Student Film Festival, Malaysia
2005	<b><u>Honoree Dean Award</u></b> Semester 3	<i>(Academic)</i> Multimedia University, Malaysia
2003	<b><u>Sigma Tryst</u></b> National Competition	<i>(Short Animation)</i> Tehran International Animation Festival, Iran