

Amirmahdi Mahdavi

3D Artist | Scenic Designer

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PROFILE

3D Artist and Scenic Designer with experience in digital world-building, modeling, lighting, rendering, and storytelling. Skilled in translating conceptual ideas into environments through both digital and physical design. Experienced in freelance, academic, and collaborative productions. Currently pursuing an MFA in Scenic Design.

EXPERIENCE

3D Environment Artist (Freelance / Personal Projects) 2022 – Present

- Designed and modeled 3D environments and concept arts using **Blender**
- Created and modeled optimized assets for rendering and visualization
- Developed lighting, composition, and mood for cinematic environments
- Used **Substance Painter** for PBR texturing and material
- Produced environment concepts inspired by narrative, architecture, and atmosphere

3D Designer – Film & Media Projects 2023 – 2024

Istgah (TV Show) – Dir. Farid Nikjo

Advertisement Teaser – Dir. Amir Sarafrazian

- Assisted in environment visualization and digital set development
- Supported production through 3D modeling and design iterations

Scenic Designer 2024 – Present

Multiple Productions

- Translated conceptual designs into physical and digital environments
- Created 3D models and drafting for scenic construction
- Collaborated with the director and designers throughout production

Selected Projects:

- *El Ciclón* – Dir. Yara Travieso | University of Maryland
- *Home* – Dir. KenYatta Rogers | University of Maryland
- *Hip Hop Anansi(Assistant)*– Dir. Paige Hernandez | University of Maryland

Graduate Design Studio - 3D Modeler / Drafter / Model maker 2024 – Present

University of Maryland

- Created 3D and physical models and drafting packages using Blender and Vectorworks
- Supported scenic visualization and production planning

EDUCATION

MFA - Scenic Design 2024 – Present

University of Maryland

BA - Scenic Design 2020 – 2024

Azad University

SKILLS

- | | | |
|---------------------|---------------------|--------------------|
| • Blender | • Adobe Photoshop | • Vectorworks |
| • Substance Painter | • Zbrush | • Marmoset Toolbag |
| • Unreal Engine | • Conceptual Design | • 3D Modeling |