

CONTACT

LinkedIn: <https://linkedin.com/in/zachbasmajian>

ArtStation: <https://www.artstation.com/zachbasmajian>

Portfolio: <https://www.zachbasmajian.com>

Instagram: @zach.basmajian



ZACH BASMAJIAN

3D ENVIRONMENT & PROP ARTIST | GAME DEVELOPMENT

PROFILE

3D Environment & Prop Artist with a strong foundation in traditional art and digital modeling. Skilled in creating immersive, realistic game environments using modular workflows in Blender, Maya, and Unreal Engine. Adept at set dressing, composition, and visual storytelling. Experienced with PBR workflows, UV unwrapping, baking, and non-destructive modeling techniques. Passionate about crafting worlds that feel both grounded and visually compelling.

TECHNICAL

3D Software:

Unreal Engine, Maya, Blender,
ZBrush, Substance Painter

Rendering & Texturing:

Marmoset, Photoshop, Illustrator, After Effects

Environment Tools:

Gaea, SpeedTree

Techniques:

Modular modeling, UV unwrapping,
high-to-low poly baking, PBR, optimization, sculpting

Soft Skills:

Clear communicator, team player,
detail-oriented, fast learner

EDUCATION

Gnomon School of VFX, Games, & Animation
Hollywood, CA
Bachelor of Fine Arts in Game Art

PROFESSIONAL EXPERIENCE

Freelance 3D Environment & Prop Artist Remote | 2020 – Present

- Designed portfolio-quality 3D environments and props with a focus on modular workflows, real-time optimization, and visual storytelling.
- Developed assets using Blender, Maya, Unreal Engine, ZBrush, and Substance Painter.
- Applied high-to-low poly workflows, UV unwrapping, and PBR texturing to produce game-ready assets.
- Showcased work across personal sites and ArtStation, emphasizing composition, lighting, and environmental storytelling.

Featured Projects:

- Medieval Castle Interior – Created an overgrown, ruined medieval castle using modular design and texture blending techniques.
- Western Cabin Scene – Modeled a historically inspired frontier cabin with stylized props and period-accurate details.
- River in a Forest – Built a natural forest environment with LOD foliage, billboards, and terrain sculpting for semi-open world performance.
- Guitar & Amp Prop Set – Crafted realistic hard-surface models using reference-based design and high-quality PBR materials.

Freelance Illustrator & Visual Artist Remote | 2011 – 2020

- Delivered custom logos, illustrations, and branding for clients across music, small business, and creative industries.
- Produced traditional and digital artworks for personal sale, social media promotion, and commissioned pieces.
- Sold original artwork and prints at conventions, local art events, and online storefronts.
- Built an engaged audience through consistent creative output and visual storytelling across platforms.