

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

Artist with a strong foundation in traditional and digital mediums. Skilled at creating game environments using modular workflows in Blender, Maya, and Unreal Engine. Experienced with set dressing, composition, visual story telling, PBR texturing, UV unwrapping, baking, and non destructive workflows. Passionate about games and film.

TECHNICAL

3D Software:

Unreal Engine, Maya, Blender, ZBrush,
Substance Painter, Gaea, Marmoset, Speedtree

2D Software:

Photoshop, Illustrator, After Effects

Techniques:

Non destructive, modularity, UV unwrapping,
sculpting, high to low poly baking, texturing,
optimization, lighting, set dressing, materials

Soft Skills:

Clear communicator, team player,
detail oriented, quick learner

EDUCATION

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

PROFESSIONAL EXPERIENCE

3D Environment & Props (Academic & Personal)

On Campus & 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.

Medieval Castle Interior – Overgrown, ruined castle using modular design and texture blending.

Western Cabin Scene – Historically inspired frontier cabin with props and period accurate details.

River in a Forest – Forest environment with LOD foliage, billboards, and sculpted terrain for semi open world performance.

Guitar & Amp Prop Set – Realistic hard surface models using reference based design and realistic materials.

Freelance Illustrator & Visual Artist

Remote | 2011 – 2025

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