

## 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 storytelling, 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

## 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.

### 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.

## EDUCATION

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