

Ali Seiffouri

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Summary

- Over 13 years of experience in different fields of visual effects
- Strong understanding of algorithms and programming
- Excellent knowledge of physics and mathematics
- Good skills in drawing and sketching
- Artistic sense of composition and Color

Work Experience

2011	Blizzard Entertainment , CA, USA	Effects Artist (Film Department)
2009~2010	PixelPost , Petaling Jaya, Malaysia	VFX Supervisor / Technical Director
2008	Pixomondo Images , Ludwigsburg, Germany	3D Artist
2004 ~ 2005	Tarh-o-Takvin , Tehran, Iran	Architectural Visualization Artist
2002 ~ 2004	Kermanshah TV station , Kermanshah, Iran	3D Artist
2000 ~ 2002	T.A.K Advertising company , Kermanshah, Iran	3D Artist / Graphics Designer

Personal Projects:

2009	Focal Point	<i>Short Film</i>	Co-Director, Visual Effects Artist
2008	Smoking Kills	<i>TV Promotion</i>	Visual Effects Artist
2008	Reincarnation	<i>Digital Art</i>	Creator
2007	A Pensive Moment	<i>Digital Art</i>	Creator
2006	Without Condemnation	<i>Documentary</i>	Editor

Education

2010 ~ 2012	Masters of Fine Arts (Visual Effects) Savannah College of Art and Design – Savannah, Georgia, USA
2005 ~ 2009	Bachelors of Multimedia (Film and Animation) – CGPA 3.78 (First Class Degree) Multimedia University - Cyberjaya, Malaysia
1999 ~ 2002	Bachelors of Science (Physics) – Discontinued Razi University - Kermanshah, Iran

Awards and Achievements

- 2011 ***Focal Point*** *(Short Film)*
Official Selection East by South East International Short Film Festival, Berlin, Germany
- 2010 ***SCAD Honors Award***
Two Years Scholarship Savannah College of Art and Design, USA
- 2010 ***Focal Point*** *(Short Film)*
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
Special Screening Cinema Eldorado Short Film Festival-Dijon, France
Official Selection S-Express Jakarta International Film Festival, Indonesia
Out-of-Competition Images That Matter International Short Film Festival, Ethiopia
Official Selection International Film & Photo Festival Of Students, Iran
Finalist Munich International Short Film Festival, Germany
Official Selection SFF-rated Athens Intl Sci-Fi & Fantasy Film Festival, Greece
Official Selection Image of the Year Film Festival, Iran
Official Selection Spectrum Shorts, Rotterdam International Film Festival, Netherlands
- 2009 ***Focal Point*** *(Short Film)*
Out-of-Competition Fajr International Film Festival, Iran
Official Selection Clermont-Ferrand International Short Film Festival, France
Best SEA Short film Cinemanila International Film Festival, Philippines
- 2007 ***Without Condemnation*** *(Documentary)*
Best Film Award Multimedia University, Malaysia
- 2007 ***A Pensive Moment*** *(Digital Art)*
CG Excellence Award CG Overdrive, Singapore
- 2007 ***Admiration of "9"*** *(Poster Design)*
1st Runner-up "Rang Magazine" Poster Design Competition, Iran
- 2007 ***Honoree Dean Award***
Semesters 1 and 2 Multimedia Universities, Malaysia
- 2006 ***Pearl of the Ocean*** *(Trophy Design)*
Winner K-ICT Penang Trophy Design Contest, Malaysia
- 2006 ***The Guide*** *(Trophy Design)*
2nd Runner-up K-ICT Penang Trophy Design Contest, Malaysia
- 2006 ***Honoree Dean Award***
Semesters 1 and 2 Multimedia University, Malaysia
- 2006 ***Without Condemnation*** *(Documentary)*
Nominated Best Documentary, Malaysian Student Film Festival, Malaysia
- 2005 ***Honoree Dean Award***
Semester 3 Multimedia University, Malaysia
- 2003 ***Sigma Tryst*** *(Short Animation)*
National Competition Tehran International Animation Festival, Iran

Technical Skills

- Programming / Scripting C++, Python, MEL, MaxScript
- 3D Modeling / Digital Sculpting 3Ds Max, Maya, Houdini, ZBrush, Mudbox
- Procedural Modeling / Animation Houdini, 3Ds Max
- UV Mapping 3Ds Max, Maya, Houdini, UV Layout, Bodypaint 3D
- Texturing ZBrush, Mudbox, Photoshop, Bodypaint 3D
- Lighting / Shading / Rendering RenderMan, Mantra, MentalRay, VRay
- Particle/Dynamic / Fluid Simulation Houdini, Maya, 3Ds Max, Realflow, FumeFX, Krakatoa
- Crowd Simulation Massive
- Animation 3Ds Max, Maya
- Digital Compositing Nuke, Aftereffects
- Editing Premiere, Final Cut Pro
- Digital Illustration Photoshop, Painter
- Match-Moving PFTrack, Boujou

References

- **Michael Kelleher**

Visual Effects Supervisor
Film Department, Blizzard Entertainment, USA
Tel: +1 949 955 1380 – x 12750
Email: mkelleher@blizzard.com

- **Prof. Malcolm A. Kesson**

Professor of Visual Effects
VFX Department, Savannah College of Art and Design, USA
Tel: +1 912 231 8571
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- **Kenny Khoo**

Manager / Post Production Supervisor
PixelPost Sdn. Bhd, Malaysia
Tel: +60 (03) 772 57 328
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- **Mohsen Mousavi**

Visual Effects Supervisor / Technical Director
Pixomondo Images, Germany
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