

Shora Farahani

Los Angeles, CA

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[Online Portfolio](#) | [ArtStation Portfolio](#) | shora.farahani@gmail.com

SKILLS & SOFTWARE

- 3ds max (+plugins), Maya
- ZBrush, Substance Painter/Designer, Marvelous
- Fusion, Photoshop, Premiere, Final Cut, DaVinci
- (Familiar with) Houdini, Blender, Unity
- Unreal 5, Unreal 4, Radiant (COD level editor)
- Mental Ray (IRay), V-Ray, Arnold, Corona
- Motion Capture experience: Phasespace, Endorphin, Movimento (facial rig/capture)

PROFESSIONAL EXPERIENCE

Room8 Group, Remote

Jul 2025 - Oct 2025

Realistic Environment Artist

Project Delphi (TBD)

- Create realistic looking 3D environments, based off real-world references
- Worked closely with Art direction and Level Design as a team to plan and execute the creation of the project

Highwire Games, Seattle, WA (Remote)

Aug 2023 - Jan 2025

Principal Environment Artist

Six Days in Fallujah (Early Access - Single Player, Co-Op, Multiplayer; TBD/PC)

- Creating/Updating modular/procedural environments (interior/exterior) for major war areas in the game + Auditing the builds due to quick release schedules for project backers
- Guiding the team on middle eastern architecture based on past knowledge and references and mentoring Jr artists
- Working closely with Creative direction, Art direction, Engineering and Design to solve variety of issues emanating from the procedural nature of the title
- Taking leadership for improving traversal and ivy wall climbs in the entirety of the game
- Art leadership in one of the 2 announced campaign levels

Ghost Story Games | Take2, Westwood, MA (Remote)

Jan 2020 – Jul 2023

Senior Level Artist/Architect

Judas (single-player; Ps5/Xbox X/PC)

- Serving as lead level architect in creating/designing environments for this unique title with multitudes of layers of complexity from concept to the final polish phase with strong focus on environmental storytelling and narrative
- Creating a variety of **exemplar** levels for establishing the look of the game and resolving all the incoming issues in the process.
- Creating documentation and guidance for the rest of the team (inhouse and multiple outsourcing studios) with regards to all the level building updates/techniques; reviewing all the upcoming work to make sure the quality of the entire game stays consistent.
- Working closely with Creative direction, Art direction, Engineering and Design to solve variety of puzzles/issues emanating from the unique nature of the title and level mechanics
- Taking ownership of all the modeling, Texturing and Shaders in the game by either tackling the task myself or directing/guiding 4 external outsourcing teams (reviewing about 15-20 assets on a daily basis)
- Being involved with technical Art, Lighting, Composition and atmosphere and mentoring Jr artist in the team

Tangent Games, Burbank, CA

Jul 2019 – Dec 2019

Lead Environment Artist

Cancelled "Google Stadia" Title (single-player; TBA)

- Establishing and creating the entire art pipeline for a procedurally generated game with AAA quality in Unreal4
- Creating the entire shader/material network which can support such high quality extended for the proceduralism
- Supervising and integrating outsourced assets into the pipeline

Naughty Dog | Sony, Santa Monica, CA

Jan 2019 – Jul 2019

Environment Artist - Modeling

(6-month Contract via Yoh)

Last of Us - Part 2 (single-player; PS4)

- Model realistic looking 3D environments, based off an idea/concept or real-world references
- Worked closely with Art direction and Level Design as a team to plan and execute the creation of a level
- Introduce the team to new ideas with regards to large scale destruction

Pocket Gems, San Francisco, CA

Sep 2017 – Nov 2018

Associate Principal Artist

- Working with Art Director on establishing the look for the next evolution of “Episodes”
- Creating new PBR pipeline to be used in conjunction with proprietary 3D engine and documenting the workflow
- Establishing the look of Episode backgrounds in 3D space and communicating with outsourcing for re-paints

Outward Inc, San Jose, CA

Apr 2015 – Sep 2017

Senior Creative/Lead Artist

- Leading the Pilot team of a growing start-up (eventually sold to William Sonoma Inc for \$112 mil) in creating outstanding/lifelike 3D representation of real world objects and scenes for various presentation formats (image/video) for variety of clients each with their own unique set of challenges
- AR (Google Tango)/VR asset optimizations and integration in Unity
- Provided mentorship and artistic guidance to 3D production artists based on the initial workflow established on Pilots

Sledgehammer Games | Activision, Foster City, CA

Jan 2013 – Feb 2015

Environment Artist

Call of Duty: Advanced Warfare + DLC1, DLC2 (single-player/multiplayer; PC, PS3, PS4, Xbox360, Xbox One)

- Model, texture, and light realistic looking 3D environments, based off an idea/concept or real-world references
- Worked closely with Art direction and Level Design as a team to plan and execute the creation of a level
- Developing PBR shaders for next-gen systems (*Call of Duty: Advanced Warfare*)
- Provided mentorship and artistic guidance to other artists
- Optimized the levels (memory and texture limitations, streaming, visibility, etc.)

Raven Software | Activision, Madison, WI

Apr 2011 – Jan 2013

Mid Environment Artist

Call of Duty: Modern Warfare 3 + DLC1, DLC2, DLC4, single-player/multiplayer (PS3, Xbox360, PC, Wii)

Call of Duty: Black Ops2, multiplayer (PS3, Xbox360, WiiU, PC)

Call of Duty: Ghosts, multiplayer (PS4, PS3, XboxOne, Xbox360, WiiU, PC)

- Model, texture, and light realistic looking 3D environments, based off an idea/concept or real-world references
- Worked closely with Art direction and Level Design as a team to plan and execute the creation of a level
- Optimized the levels (memory and texture limitations, streaming, visibility, etc.)

PERSONAL PROJECTS

Creator/ Game Developer

2025

Project Runaway (working title)

- Starting development on a new videogame based on an original idea, working on all aspects of production
- Expanding knowledge on all technical aspects - Blueprints, shaders, PCG, Character Animation/Rigs, Metahumans

Director/Lead Artist

2006 – 2010

Parallel Lines – Runaway (Short Film)

- A short I made for Philips TV Parallel Lines competition through Ridley Scott associated agency

Iceshed (Short Film)

- A 13-minute full-CG short film based on my own script through every stage of production (previz, modeling, texturing, animation, mocap, VFX, compositing, editing, sound design)

EDUCATION

Academy of Arts University, San Francisco, CA

2006 – 2009

- MFA of 3D Animation and Visual Effects

Amir Kabir Polytechnic University, Tehran/Iran

2004 – 2006

- MS of Multimedia Systems in IT (Unfinished)

National University of Iran (Shahid Beheshti University), Tehran/Iran

2000 – 2004

- BS of Computer Software Engineering