



SYED ALI-KHAN

3D ARTIST

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syeds-artloft.com

Winter Park, FL

EDUCATION:

University of Central Florida

Bachelor of Fine Arts In Emerging Media: Animation & Visualization Track

Orlando, FL

May 2026

EXPERIENCE:

BFA Thesis Showcase, UCF Art Gallery

April, 2026

- Designed and produced a solo 3D animation project, creating hard-surface assets from concept to final output.
- Modeled, UV unwrapped, and textured assets using PBR workflows in Adobe Substance Painter.
- Maintained consistent naming conventions and organized files for efficient asset management.
- Applied iterative refinements to improve topology, UV layout, and material accuracy, adapting assets for offline rendering in Arnold.

Unity 3D Personal Project, FPS Microgame Modifications

June, 2025

- Developed a real time FPS microgame in Unity by creating and implementing custom 3D weapons, props, as well as environment assets.
 - Executed full asset workflow such as modeling, UV unwrapping, PBR texturing, export, and Unity Integration.
 - Ensured assets were optimized for real-time use by managing polycount and efficient material setup.
 - Built interactive gameplay systems using C# scripting, Unity physics, and animation systems.
 - Tested and refined 3D assets in-engine by resolving issues related to scale, collisions, and materials.
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SOFTWARE SKILLS:

- Autodesk Maya (7 Years), Adobe Photoshop (5 Years), 3D Substance Painter (3 Years), Adobe Illustrator (3 Years), Adobe Premiere Pro (3 Years), Adobe After Effects (2 Years), Krita (2 Years), Blender (1 Year), Unity (1 Year), C# Scripting (1 Year).

CLUBS/ACTIVITIES:

- Knightendo, NerdKnighteria

February, 2026

CERTIFICATIONS:

- Visual Effects In Motion Graphics Using Adobe After Effects

November, 2025

AWARDS:

- Deans List

2019, 2023