Erfan Dastournejad

3D Generalist | XR Specialist

Erfan.Dastournejad@gmail.com
Portfolio: www.Dastournejad.com
(425) 207 6596

EDUCATION

University of Washington
Master of Design. Expecting Graduation 2022
Bachelor of Design, Interaction Design. Spring 2020

SKILLS

Illustration, , 3D modeling, Texture/Shader, Character Design,
2D/3D animating, Wire-framing, Prototyping, Unity Development, C#.

EXPERIENCE

University of Washington
UW, Seattle
Sep 2020–Present

Teaching Assistant
Working in collaboration with the faculty
and HCID teaching team. I am also working
as an animator with UW information school's
m-healer project.

Google DayDream
UW, Seattle
Jan 2018–Aug 2020

Student Researcher
Design of a new line of sight interaction model.
Experimenting and designing discursive/recursive
prototypes to explore human motion libraries and
affordances within the AR field.

Tosolini Productions
Redmond, WA
Jul 2018–Sep 2018

VR/AR Specialist (Internship)
Designing speculative prototypes to explore interest
areas within mixed-reality field. I was involved with the
whole production pipeline, from ideation, to 3D assets
creation, to development and testing.

AI2
Seattle, WA
Nov 2017–Feb 2017

Unity 3D Specialist
Worked with a team of computer scientists to create
and optimize a series of customizable 3D modeled
apartment environments for an experimental AI
agent to test their deep-learning algorithm.

Paciolan
Mill creek, WA
Aug 2013–Sep 2017

3D generalist, VR Specialist
Modeling of sport and theater venues for Fan One's
3D seats ticketing system. These highly-detailed, full size
3D venues, were modeled based on a combination
of precise measurements and architectural maps.

ACHIEVEMENTS

Honorable mention| Game Design **Seattle Indies Game Jam 2018**

Honorable mention| Game Art **Seattle VR/AR Hackathon 2018**

Nominee | Best short animation **OIFF 2017**

2nd place | Best video **UW Climate-change video contest 2015**