Md Asiqur Rahman Khan

LEAD LOOK DEVELOPMENT ARTIST

PROFILE

Lead Look Development Artist with 9+ years of professional CG experience, progressing from Intern Texture Artist to Lead at Cycore Studios. Specialized in UVs, texturing, PBR look development, lighting, and rendering for realistic and stylized characters, props, and environments. Contributed to 200+ professional projects and 25+ major productions across animation, film, commercials, visualization, and Unreal Engine real-time workflows.

SOFTWARE

Maya · V-Ray · Arnold · Substance 3D Painter · Unreal Engine 5 · Marmoset Toolbag · Photoshop · premiere pro

SKILLS

- Look Development
- UV Mapping
- PBR Texturing
- Lighting & Rendering
- Material / Shader Setup
- Set Dressing
- Real-Time / Unreal Engine

RECOGNITION

- Artist of the Year — Cycore Studios, 2024

WORK EXPERIENCE

Cycore Studios (2017 – 2026)

Lead Look Development Artist

- Lead Look Development Artist 2022–2026
- Lead Texture Artist *2020–2022*
- Junior Texture Artist *2018–2020*
- Intern Texture Artist *2017*

PRODUCTION CREDITS

- **Tomorrow —** *Animated Short Film (2019)*

Texture, Lighting · Maya, Substance 3D Painter, V-Ray · 41 awards

- **Rickshaw Girl —** *Feature Film (2021)*

Hero Asset & Prop Texturing · Maya, Substance 3D Painter, V-Ray

- **SAWBO —** *International Educational Animation (2023)*

Texture, Lighting, Rendering, Environment · Maya, Painter, Unreal Engine

- **Gularu —** *Real-Time Animated Short*

Texture, Lighting, Rendering · Unreal Engine 5

- **Ritchie and the Rockstar —** *Animated Production — 2025*

Texture, Rendering · Unreal Engine 5 ·

EDUCATION

Daffodil International University

B.Sc. in Multimedia & Creative Technology— 2017

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