

# PEGAH NASERIFAR

## Senior Technical Artist | Real-time Graphics

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### EXPERIENCE

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#### Microsoft — Senior Procedural Technical Artist

Dec 2022 – Present

- Design, build, and optimize real-time immersive environments for XR/VR experiences via Unity-based pipelines under strict performance and platform constraints.
- Collaborate closely with engineers to debug rendering issues, assess visual and performance tradeoffs, and deliver scalable, runtime-ready solutions.
- Own environment workflows end-to-end, including asset optimization, lighting strategy, shader-driven materials, and real-time performance tuning.
- Apply procedural systems and tooling to improve iteration speed, consistency, and long-term maintainability of environments.

#### Pratt Institute — Visiting Lecturer, 3D Lighting & Rendering

Spring 2025

- Taught advanced lighting and rendering concepts with an emphasis on real-time workflows, visual quality, and performance considerations.

#### The Mill NY — FX / CG Artist

Jul 2018 – Dec 2022

- Built complex FX and simulation systems for high-end visual effects projects using Houdini and Maya.
- Solved technically constrained visual problems in collaboration with supervisors and production teams, balancing creative intent with feasibility, performance, and delivery timelines.
- Applied procedural thinking and optimization strategies to ensure visual consistency and production efficiency.

#### Aftab Honar Afarin Institute — 3D Generalist Artist

Jan 2013 – Oct 2014

- Created 3D modeling and animation, built and tested animation tools, workflows, and internal pipelines using C++ scripting to support production needs.

### EDUCATION

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#### Savannah College of Art and Design (SCAD) — M.F.A., Visual Effects

2015 – 2018

- **Thesis:** Built a procedural rain tool that abstracts technical complexity behind artist-friendly controls, enabling customizable rain behavior while maintaining real-time performance constraints.

#### Brunel University, UK — M.Sc., Multimedia & 3D Technology

2011 – 2012

#### Islamic Azad University, Iran — B.Sc., Computer Science

2004 – 2007

### SKILLS

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**Real-time Graphics & Engines:** Unity, Unreal Engine, real-time rendering, performance optimization

**Graphics Systems & Optimization:** Rendering Performance, visual debugging, GPU-conscious workflows

**Procedural:** Houdini (VEX), Maya

**Rendering & Look Development:** Lighting, shader-driven materials, Arnold, Mantra, RenderMan

**Scripting & Tooling:** Python (workflow automation, tooling), Git (collaborative development)