

SENA SARWARI

3D MODELLER
&
SURFACER

PROFILE

Hello! I am a friendly and outgoing professional with over five years of experience in game development, mod-making and QA for games. I am passionate about video games as a form of art, entertainment and storytelling. My involvement in the streaming, cosplay and disability communities have brought me close to many like-minded people with diverse stories to tell in gaming, and I aim to bring those experiences with me into every new opportunity. I am excited to begin the next stage of my career in games where my expertise and personality can shine. I look forward to hearing from you!

CONTACT

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EXPERIENCE

QA (QUALITY ANALYST)

2022 **Dark Slope Studios** | November 2021 - February 2022
Used Jira to log and categorize bugs in VR interactive software, ensuring that all issues were organized clearly and promptly. This allowed the development team to address issues quickly and efficiently.

Set up & prepared the VR stage with all required equipment on a tight deadline, allowing for the Dev team to be ready to test on-demand.

3D MODELLER

2020 **Skeeter Skates - MP Music House** | June 2020 - Present
Contributed to the development of a hockey-themed mobile demo for children with a strong emphasis on diversity, equity, and inclusion. My experiences as a bisexual identifying Persian were valued and used to shape narrative decisions, resulting in an enthusiastic response from high-profile investors including the NHL and Bauer.

Designed stylized 3D models and textures using Adobe Photoshop and Substance ensuring that assets were delivered on time, and high production values were met.

VOLUNTEER

2019 **ArtReach Scarborough** | July 2019
Volunteered to teach kids aged 10-15 about the basics of 3D modelling and Unreal Engine as part of a youth community outreach program. The initiative was well received by the program and I gained valuable organizational skills and community connections.

FREELANCER

2018 **Freelancer** | Sept 2018 - May 2020
Created game-ready props for an indie fantasy game, using industry-standard art pipelines and meeting a high standard of quality.

Created original textures and models for a Skyrim fan project, ensuring that production values were equal to the original game.



EDUCATION

DIPLOMA IN VIDEO GAME DEVELOPMENT/ART

Durham College | 2017 - 2020



AWARDS & HONORS

ROGER ANDERSON AWARD - DURHAM COLLEGE | MARCH 2019

Award for Academic Success in Game Development



SKILLS

