

Ali Masoumi

Director, Motion Designer & Character Designer

Email : Alimasoumi7@yahoo.com

<https://www.artstation.com/artist/alimasoumi>

<https://www.linkedin.com/in/ali-masoumi/>

Professional History

I have more than ten years of experience in directing short film, animation. Along with seven years of experience in the field of Character design and motion designing. I am enthusiastic in directing Different style of animation.

I strive to have a professional knowledge in digital painting and designing digital characters in a variety of different identities and types. I like to search and find different references of animals, humans and objects to combine them when designing my characters.

I also have good experience in editing films and have edited many short films, teasers and TV commercials for various organizations and studios to be screened on national TV or social media.

SKILLS

- Excellent communication, time management, interpersonal skills, and a good attitude.
- Ability to work effectively with customers, peers, and management at different levels.
- Ability to work well under pressure.
- Creative and able to come up with new ideas.
- Creative designing and digital painting of a wide range of animation characters.
- Strong knowledge and experience in Adobe software (After Effects, Premiere, Photoshop).
- Ability to work with TV Paint software to animate frame by frame.

EDUCATION

IRIB University
2016 - 2020
Bachelor's Degree in Television Director

IRIB animation art school
2012-2015
Animation High school Diploma

WORK EXPERIENCE

Google

Director, Animator, and Designer

2020

The US, (remotely from Tehran, Iran)

- Creating some episodes of Brainiac animation series on YouTube channel for Google company

1-(How Much Torture Can A Human Body Handle)

2-(This Is The First Luxury Hotel In Outer Space)

3-(Secrets of The Secret Service)

The Things

Director, Animator, and Character and Background designer

2020

The US, (remotely from Tehran, Iran)

- Creating some episodes of The Things animation series

1-(How These Classic Disney Princesses Should Have Looked)

www.thethings.com

Sabz Afrang Film Studio

Director, Motion Designer, Visual Development Artist and Character Designer

2012 – Currently (Full-Time)

Tehran, Iran

Animated Series

- Director - BimoBime (2D animation series).
- Character and background designer - BimoBime (2D animation series).

Commercial Advertisements

- Mascot designer - The Iranian football teams (Traktor Tabriz Football Team).
- Mascot designer - Laghary Leage's TV Program
- Mascot designer - Pars Home Appliances
- Character designer - Emdad charity (for Motion Graphic)
- Storyboard designer - Raja Rail Transportation co.
- Storyboard designer - Iranian Parsian and Melli banks.
- Storyboard designer - Shiller (Bahman Group)
- Concept designer - Iranian Parsian and Melli banks.

- Director, Animator, Designer - Iranian National Export Day Conferences (Commercial Teaser)
- Director - shiller (Bahman Group) - (TV Commercial)
- Director - Hirbod steel - (TV Commercial)
- Director - Iranian Melli Bank - (TV Commercial)

Short Films

- Director - Sarmayeha (Emdad charity)
- Storyboard designer - Sarmayeha (Emdad charity)

Motion graphics

- Creating more than 300 motion graphics in different styles such as comic motion, 2D cut out, collage motion, infographic for Different organizations such as The Organization for Investment Economical and Technical Assistance of Iran (OIETAI), Iranian banks and insurance companies, The Iranian Mines Industries of Development and Renovation Organization (IMIDRO), TV shows, film and theatre festivals, along with conferences to screen on Iranian national TV, websites and social media.
- Creating logo motions and infographics for some documentary movies, industrial films (Industrial Development and Renovation Organization of Iran, IAIC), conferences (APPU), and festival films.

Yoyo Game studio Art RFP

Character Designer

February 2022

Tehran, Iran

- Italian chef character for restaurant match mobile game

Enigma Investing

Director, Motion Designer and Graphic Designer

February 2021- March 2021

Tehran, Iran

- Motion graphic about fundamental analysis

Personal project

Director, Motion Designer, Visual Development Artist and Character Designer

2010 – Currently

Tehran, Iran

Short Animation

- Director, character and background designer - Bisotun
- Director, character and background designer - Parchin
- Director, character and background designer - Intrusive
- Director, character and background designer - 175 Ghavas
- Character designer - Signal

Short Web Series Animation

- Director, character And background designer- Goleidon

Short Films

- Director & Storyboard designer - Enad
- Director & Storyboard designer - Najva
- Director & Storyboard designer - The Sound of Silence

Motion Graphics

- Animator, designer - Soottv Instagram channel (sports news)

Awards

Bisotun Short Animation

Nominee

- Nashville Play Film 2022 - US

Officially selection

- Clapperboard Golden 2022 - Brazil
- First-Time Filmmaker Online Sessions 2022 - UK

Parchin Short Animation

Winner

- Only the best AWARDS (OTB) 2021 - Miami, US

Finalist

- Short Cut Festival 2022 - Serbia

Officially selection

- Iranian international film festival 2022 - San Francisco USA
- The Paus Premieres 2021 - UK
- First-Time Filmmaker Online Sessions 2021 - UK

The Sound of Silence Short Film

Winner

- Only the best AWARDS (OTB) 2021 - Miami, Us
- Certificate of KALAKARI 2021 - India

Officially selection

- First-Time Filmmaker Online Sessions 2021 - UK
- 100s short 2016 - Iran

Enad Short Film

Nominee

- Cannes Shorts 2022 - France

Finalist

- Asian Cinematography AWARDS (ACA) 2021 - Philippine

Officially selection

- Only the Best awards 2021 (OTBawards) - Miami, US
- Light of the world 2021 (kinofestival) - Russia
- KALAKARI 2021 - India
- First-Time Filmmaker Online Sessions 2021 - UK

2nd place in the country's student festival's best motion graphics and receiving a special motion graphics award from the Iranian Animated Graphic Designers Association.
21st November 2018

•3rd place in the best digital illustration of the Samak Ayar competition.
30th August 2017

• Selected character and concept animation in the country's student festival.
21st November 2018