



## > Summary

*A technically strong and creative 3D Artist with solid architectural visualization and environment design fundamentals, focused on translating complex design intent into high-impact, production-ready visuals. Driven by challenging projects that push both technical skill and creative depth.*

## > Experience

: 01-2025 – Present -----

### **Freelance Senior 3D Artist @ Vizcraft Design Services – Dubai, UAE**

- Led the creative and technical direction of the studio, delivering high-end architectural visualizations, animations, and design assets for developers and architectural firms
- Managed client relationships end-to-end, from project scoping and pricing to delivery, ensuring quality, timelines, and client satisfaction
- Oversaw production workflows, team coordination, and quality control to maintain consistency across stills, animations, and interactive content
- Drove business growth through strategic outreach, portfolio development, and adoption of efficient tools and workflows

: 04-2017 – 11-2024 -----

### **Assistant 3D Production Manager + 3D Visualizer @ Azizi Developments – Dubai, UAE**

Joined as a 3D Visualizer in 2017 and was promoted to Assistant 3D Production Manager based on performance and project contribution.

- Produced high-end exterior and interior stills and animation renders for large-scale residential and mixed-use developments
- Supported production planning, task distribution, and structured file management within the visualization team
- Coordinated closely with architectural and interior design departments to ensure design intent and technical accuracy
- Storyboarded architectural animations and supervised render output and delivery timelines
- Built complex architectural environments in 3ds Max using V-Ray
- Created photorealistic interior renders using Corona (modeling, texturing, lighting, and final composition)
- Researched and implemented new tools such as AI workflows to improve production speed and consistency

: 02-2014 – 04-2017 -----



## **3D Visualizer @ International Engineering Consultants – Dubai, UAE**

Started as an entry-level 3D Artist and quickly built a solid foundation in architectural and basic engineering principles across commercial, hospitality, entertainment, and residential projects.

- Collaborated with clients and architectural teams to accurately model and texture designs as per project briefs
- Worked in a fast-paced environment, meeting tight deadlines using efficient V-Ray rendering workflows
- Attended client meetings and design briefings to understand design intent and visual direction
- Delivered final visuals using 3ds Max, V-Ray, AutoCAD, and Adobe Photoshop
- Supported marketing deliverables with graphic content for print and web using Photoshop and Illustrator

: 06-2013 – 01-2014 -----

## **Freelance 3D Artist | Vancouver, British Columbia, Canada**

After graduation, worked as a freelance designer delivering graphic and 3D design solutions for events and branding projects.

- Collaborated directly with clients, managing requirements, revisions, and timelines while building strong professional relationships
- Contributed to brand identity development for *Signature Blends*, an online vape store
- Designed posters and banners for university events at Simon Fraser University, BC, Canada

## > Education

2010 – 2012

**Vancouver Film School, Vancouver, British Columbia, Canada**  
**3D Animation and Visual Effects Diploma**

2008 – 2010

**Fraser International College, British Columbia, Canada**  
**Arts and Literature Diploma**

[ Online Courses : Shaw Academy, Domestika, Learn Squared ]

## > Skills and Interests

**Software:** 3DS Max, Blender, Photoshop, Illustrator, Adobe After Effects, Unreal Engine, D5.

**Rendering Engine:** Vray, Corona, Lumen, Render Cycles.

**Personal Interests:** Concept art, video games, movies, music, fitness, traveling, digital painting and traditional Sculpting.