



> 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



Senior Architectural Visualization Specialist
Visual Story Teller

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: 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, Twinmotion, 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.