

Summary

Well versed and creative 3D Artist with strong fundamentals for visualizing architectural design, and environment design. Interested to work on challenging and diverse projects that will help me grow as an artist.

Experience

04-2017 – Present

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

Started as a 3D Visualizer in 2017, soon the company realized my value and contribution and I was promoted to Assistant 3D Production Manager. I helped my team secure the successful completion of various projects for exterior and interior architecture involving still and animation renders.

- Minor managing duties included team building, file, and folder organization.
- Constant communication with the architecture department for accuracy of design.
- Story boarded for animation videos and assigned tasks.
- Created large environments in 3DS Max which were rendered with Vray and Corona rendering engine.
- Modelled, textured, lit, and composited still renderings using Corona renderer of Interior of apartments with the collaboration of the interior design department.
- Created assets for virtual reality tour in Unreal Engine for promotion of property.
- Carried out R&D on new software to speed up workflow of myself and my team.

02-2014 – 04-2017

3D Visualizer @ International Engineering Consultants – Dubai, UAE

Entry level 3D artist at first, but quickly learnt fundamentals of architecture and engineering required to produce 3D renderings for various projects ranging from commercial, hospitality, entertainment, and residential.

- Worked closely with clients and the architectural team to accurately model and texture the design as per client requirements.
- Worked in a fast-paced environment which required quick action and smart use of Vray rendering along with modelling and texturing.
- Worked under pressure to deliver results which satisfied clients.
- Attending client meetings and briefings on the projects regarding, design, look and feel.
- Used 3DS Max, Vray, AutoCAD and Photoshop to create final product.
- Used Adobe Photoshop and Illustrator to help produce graphic content for print and web advertising.

06-2013 – 01-2014

Freelance 3D Artist | Vancouver, British Columbia, Canada

Right after graduation started freelancing for graphic design and 3D design regarding events and branding. I gained experience in client requirements and changes where I developed good connections.

- Helped create brand identity for Signature Blends an online vape store.
- Contributed my talents for creating posters and banners for events at Simon Fraser University in BC, Canada.

Education

2020 – Present

Shaw Academy, Online
Game Design and Development

Domestika, Online

Introduction to Texture Creation with Substance Designer – Angel Fernandes

Domestika, Online

Blender for Beginners – Carlos Sifuentes Haro

Learn Squared, Online

Concept Art Hacks – Steve Wang

2010 – 2012

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

- Majored in 3D modelling and concept art.
- Life drawing classes for the whole two-year program made my fundamentals for poses and anatomy stronger.
- Photography and script writing.
- Visual Effects and motion tracking.
- Concept matte painting and animation.
- 3D modelling, texturing, and UV Mapping.
- Animation fundamentals.
- Traditional Sculpting.

2008 – 2010

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

Skills and Interests

Software: 3DS Max, Maya, Vray, Corona, Adobe Premiere Pro, Photoshop, Illustrator, Adobe After Effects, Zbrush Blender.

Beginner: Unreal Engine, Substance Painter, Unity, Blender.

Personal Interests: Character Design, Concept Art, Video Games, Movies, Music and Sculpting.