

Mohamed Aly Rabie

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About

I am a Vancouver Film School graduated specialized in Modeling and Texturing.

Throughout the years I have worked on wide range of projects being responsible for organic and inorganic assets creation.

I've started doing 3D around seven years ago, concentrating on hard surface modeling in Maya.

With the discovery of ZBrush, I quickly realized that my passion lies in character creation, no matter what the design might be: humans, creatures or aliens and I also enjoy building environments and weapons

For the last several years I've been working mostly in modeling and texturing for organic and inorganic models as a full time artist and as a freelance artist, being responsible most of the time for character and creature creation.

I am very passionate about what I do and I always try to push myself to the limits to become a better artist.

CAREER OBJECTIVES

To work as a 3D Artist in an environment where I can be able to utilize my Artistic experiences as well as my Technical skills, to not only allow myself to grow personally and professionally, but to firmly contribute towards the achievement of the mission and values of the Education , Entertainment and Media industry.

INDUSTRY EXPERIENCE

Modeler and Texture Artist_Freelance at AI Production,Dubai (2015)

3D Artist_Ten TV Channel (2015)

Instructor and Freelancer (2013-2014)

3D Artist_Brand Studio in Kuwait (2012)

Character and Creature Artist _Freelance (2011)

Senior Character and Creature Artist_Latest Studios (2010)

Modeler and Texture Artist_Graphic Aroma (2009)

Student at Vancouver Film School (2007-2008)

3D Artist_Egyption Media Production City -EMPC- (2006-2007)

Freelance Modeler (2005)

Part time 3D Modeler_Fenix Studio (2005)

EDUCATION

Vancouver Film School (VFS), CANADA
Diploma in 3D Animation and Visual Effects_ 2007-2008

International Academy for Engineering and Media Science (IAEMS),EGYPT
Bachelor Degree - Major Multimedia and Internet.
Excellent with Second Honor (2006)

SKILLS

- Cinematic (Characters/Creatures)
- Cinematic (Enviro./Hard-Surface)
- Next-Gen (Characters/Creatures)
- Next-Gen (Enviro./Hard-Surface)
- Digital Sculpting
- Retopology
- UVW Unwrapping
- Texturing (Poly Painting/Texture Painting)
- Shading and Lighting
- Rendering
- Basic skills in Editing and Composting

SOFTWARE

- Autodesk Maya
- Pixologic Zbrush
- The Foundry Mari
- V-Ray
- Mental Ray
- Adobe Photoshop
- Adobe Aftereffects
- Adobe Premier
- Headus UVLayout
- XNormals
- 3D Coat
- Marvelous Designer
- KeyShot
- Crazy bump
- Marmoset Toolbag

REFERENCES

Available upon request.