3D DESIGNER/ANIMATOR

Introduction

I'm a creative 3D Designer who likes to use his skills to communicate and present ideas with precision and clarity. I enjoy assisting others with Creative Design and Marketing concepts by maintain their existing product and branding efforts. My background consists of 3D Design for Game Development, 3D Applications, 3D Projections and 3D Visualization of commercial and residential Interiors & Exteriors.

Technology inspires me to push myself to learn more and grow as an Artist. By using the latest Operating Systems and tools throughout my career as a 3D Designer, I have achieved a level of recognition of an expert in my field. Keeping my knowledge up-to-date, also helps me to assist others to share and learn the latest technologies, in a creative and fun way, while still being productive and efficient skills translated to Perfect 3d renderings.

I bring with me expert knowledge of different programs which includes 3Ds Max, Cinema 4D and After Effects.

Recent projects successfully execute by me include 3Ds Max, Cinema 4D and integration with unity 3D. Currently employed at the Fractal Systems as a 3D Game Designer, where I am solely responsible to design and manage 3D content for Games, 3D Projections, 3d Applications and Animations.

Change is inevitable and so is my approach of lead and live. I am yet eager to grow further and faster as I envision myself as the best resource to my employer and a precious belonging and asset to my organization.



Experience

3D Designer (Games / 3D Applications)

July 2015 – Present

Fractal Systems, Dubai Silicon Oasis, DUBAI

Responsible for Design 3D game environment, 3D Application designs and content for 3D projections using 3Ds max, cinema 4D and after effects.

Creative Head

December 2014 – July 2015

Kanvas Studios, Dubai Investments Park, DUBAI

Responsible to manage creative team providing multimedia solutions especially 3D visualization, 3d animations and motion graphics.

Senior 3D Designer

October 2012 – December 2014

Artlines Team, a Dubai based company based and I was deputed in their Alain Operations, working in 3D visualizations.

Responsible to Design 3D visualization for residential and commercial villas and buildings.

3D Designer / Motion Graphics Artist

December 2011 – September 2012

Leo Communications, Media Group Lahore, Pakistan.

Responsible to Design 3D animation motion Graphics for diversified Television Channels.

3D Animator / Motion Graphics Artist

January 2010 – November 2011

Kohenoor Television, Media Group Lahore, Pakistan.

Responsible to design and animate channel ID’s, Logo Animations, Program Packaging and virtual sets designing.

3D Designer

July 2008 – January 2010

“AED Information Systems” company based in Lahore Pakistan worked in 3D visualizations, mostly for UAE.

Responsible to Design 3D visualization for residential and commercial villas and buildings.

Graphics Designer

June 2006 – February 2007

“Lino Crafts” company based in Lahore Pakistan was working in print media.

Responsible to Design Packaging and other printing stuff.



Education

MMA (Masters in Multimedia Arts)

2007 – 2010

National College of Arts, Lahore Pakistan.



Skills

Autodesk 3ds Max (Vary)

Cinema 4D

Adobe CS/CC: After Effects, Photoshop, Illustrator

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 **Gulfjobseeker.com CV No:** **1520964**