

MAHMOUD HUSSIEN

3D ARTIST

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Toronto, ON. M5R 2T9

PROFESSIONAL SUMMARY

Versatile 3D Artist with over 10 years of work experience across TV, console games, mobile games, and VR. Solid knowledge of the 3D production pipeline and a proven track record of adapting to diverse art styles and work environments. Professional communication, organization, problem solving, and time management skills. Committed to continuous learning and leveraging cutting-edge technologies to push the boundaries of game art.

SOFTWARE SKILLS

- Autodesk 3Ds Max
- Autodesk Maya
- Blender
- ZBrush
- Substance Painter
- Substance Designer
- Adobe Photoshop
- Adobe Illustrator
- Unreal Engine
- Unity
- Adobe After Effects
- Marmoset Toolbag 4

RELATED WORK EXPERIENCE

Art Director (Remote)

Indie Games Startup . Part-Time Contract

Oct 2024 - Present

- Managing a team of 7 artists and monitoring their work progress
- Establishing a workflow for the team that elevates their productivity
- Visualizing the art style, colour scheme, and shape language for the game
- Teaming up with other leads to facilitate game art production

3D Artist Freelancer (Remote)

LumierVR - **Highstreet Market**

Sep 2021 - Nov 2021

- Completed 2 game ready 3D locations from scratch
- Effectively modeled air vehicle with editable texture designs
- Generated a wide range of realistic and hand painted textures
- Exported first path of game ready scenes to Unity
- Assisted with preparing level layout and lighting in Unity

3D Artist Freelancer (Remote)

Fumes Advertising

Jan 2021 - Present

- Completed a 3D envision of future upgrades to industrial factories
- Fully modeled 3D locations and multiple set-dressing assets for 2 projects
- Collaborated with studio lead to deliver graphic presentations for various clients with different art styles
- Valuably participated in creating material libraries for the studio

Graphic Designer (Mississauga, ON)

TechnoManagement Inc.

Jan 2019 - Mar 2020

- Designed UI layouts for clients
- Efficiently edited and retouched photographs for multiple social media platforms
- Effectively reviewed designs for errors

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RELATED WORK EXPERIENCE

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| 3D Artist Freelancer (Toronto, ON) Sticky Brain Studios - Ghosts of Remembrance VR <ul style="list-style-type: none">Sufficiently modeled and textured over 30 high detailed interactive assetsDesigned multiple 2D backgrounds for end game cutscenesConstructively assisted in creating physical props out of 3D modelsCollaborated with developers in technical problem solving in UnityConsistently exceeded expectations and delivered tasks ahead of time | <i>Apr 2018 - Jul 2018</i> |
| 3D Artist Freelancer (Toronto, ON) Full Circle CS - Gladiotron <ul style="list-style-type: none">Designed 3 original stylized charactersProduced 3D models of stylized charactersSuccessfully Created unique hand painted textures for each characterDeveloped multiple modular set-dressing assets to populate game environments | <i>Oct 2017 - Dec 2018</i> |

EDUCATION

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| Art and Design Fundamentals Certificate Centennial College (Toronto, ON) | <i>Aug 2022</i> |
| Diploma in Game Art and Design Centennial College (Toronto, ON) | <i>Dec 2016</i> |
| Bachelor of Commerce - Business Management Ain Shams University (Cairo, Egypt) | <i>Sept 2009</i> |

ACHIEVMENTS

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| Peter Dickinson Dean’s Award Centennial College (Toronto, ON) | <i>Aug 2022</i> |
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VOLUNTEERING

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|---|---------------------------|
| Art and Design Fundamentals PAC Member Centennial College (Toronto, ON) | <i>Apr 2024 - Present</i> |
| Feline Trainer Assistant Toronto Humane Society (Toronto, ON) | <i>Feb 2022 - Present</i> |