

MAHMOUD HUSSIEN

3D ARTIST

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PROFESSIONAL SUMMARY

Creative and adaptable 3D Artist with over 10 years of experience across console games, mobile games, VR, and TV. Proficient in modeling, texturing, and environmental design with expertise in Unity, Unreal Engine, and a wide range of industry-standard software. Proven leadership experience with a talent for mentoring teams and delivering high-quality assets under tight deadlines. Passionate about visual storytelling, continuous learning, and staying at the forefront of game art and technology.

SOFTWARE SKILLS

Modeling & Sculpting: Autodesk Maya, 3ds Max, Blender, ZBrush

Texturing: Substance Painter, Substance Designer

Rendering & Engines: Unreal Engine, Unity, Marmoset Toolbag

Design: Adobe Photoshop, Illustrator, Adobe After Effects

RELEVANT EXPERIENCE

3D Designer Freelancer

Various Clients | Oct 2017 - Present

Clients

- *Fumes Advertising (Remote)*
- *LumierVR (Remote)*
- *Sticky Brain Studios (Toronto, ON)*
- *Full Circle CS (Toronto, ON)*

Responsibilities

- Modeled and textured 30+ interactive assets for a VR experience
- Created 2 detailed levels and set-dressing assets for a VR game
- Fully developed 3 stylized characters with hand-painted textures for a console game
- Created stylized vehicles with customizable textures for a VR game
- Applied both realistic and stylized texturing techniques to match the project art style
- Assisted in level design and lighting setup
- Established a studio-wide material library to improve asset production efficiency
- Collaborated with leads across different departments to maintain quality and productivity
- Designed 2D backgrounds for cutscenes and created physical props from 3D designs

Graphic Designer

TechnoManagement Inc. (Mississauga, ON) | Jan 2019 - Mar 2020

- Designed UI layouts for various clients
- Retouched images and prepared content for digital marketing
- Reviewed and corrected graphic designs for quality assurance

3D Designer

Fumes Advertising (Cairo Egypt) | Jan 2014 - Jul 2015

- Created 3D locations and assets for 2 soap opera intros
- Modeled 3D simulations of the manufacturing juice process for interactive vending machines. The machines were displayed at several stores across the country
- Managed interns' team of 3 members

3D Designer

Tarek Nour Communications (Cairo Egypt) | Feb 2012 - Nov 2013

- Created graphics packages and 3D models for a wide range of television shows and fillers
 - Collaborated with the creative team in a wide range of advertising materials
 - Came up with a work pipeline for a daily show that saved time, while securing quality consistency
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EDUCATION

Art and Design Fundamentals Certificate

Centennial College, Toronto, ON | Aug 2022

Diploma in Game Art and Design

Centennial College, Toronto, ON | Dec 2016

Bachelor of Commerce - Business Management

Ain Shams University, Cairo, Egypt | Sept 2009

ACHIEVEMENTS

Peter Dickinson Dean's Award

Centennial College | Aug 2022

VOLUNTEERING

Program Advisory Committee Member - Art & Design Fundamentals

Centennial College | Apr 2024 - Present

Feline Trainer Assistant

Toronto Humane Society | Feb 2022 - Present