

**Mohamed Aly Rabie**

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**(Kuala Lumpur –  
Malaysia)**

## **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**

3D Game Character Artist at Streamline Studios ( September 2017 – 2018 )

ZBrush Instructor at Information Technology Institute (ITI) (2017)

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)
- Next-Gen (Characters/Creatures)
- Digital Sculpting
- Retopology
- UVW Unwrapping
- Packing uvs
- Backing maps
- Texturing (Poly Painting/Texture Painting)
- Shading and Lighting
- Rendering
- Basic skills in Editing and Compositing

## SOFTWARE

- Autodesk 3Ds Max
- Autodesk Maya
- Pixologic Zbrush
- Adobe Photoshop
- The Foundry Mari
- VRay
- Headus UVLayout
- XNormals
- 3D Coat

## Portfolio links

<https://www.behance.net/rabieart>

<https://vimeo.com/154002811>

<https://vimeo.com/147709815>

<https://vimeo.com/72622232>

<https://vimeo.com/18658906>

<https://vimeo.com/5782318>

## REFERENCES

Available upon request.