

TAREQ AGHANNOU

3D Game Artist

CONTACT

+32489015076 
pro@tareqitos.com 
linkedin.com/in/tareqitos 
tareqitos.com 

RESUME

From Belgium, graduated in graphic design and on my third year working as a general artist making models, rigs, animations and video editing.

SKILLS

*3D modeling
Character rigging
Character animation
Autodesk Maya
Pixologic Zbrush
Adobe Photoshop
Adobe Illustrator
Adobe After Effects
Unity Engine
Unreal Engine
xNormal*

EDUCATION

Haute-École Albert Jacquard (HEAJ)
Bachelor in Graphic Design
*Computer Games Development
3D animation
Graphic design*

LANGUAGES

French - Native
English - Fluent
Moroccan - Intermediate
Dutch - Conversational
Japanese - Basics

PROFESSIONAL EXPERIENCE

Abstraction (October 2017 - May 2020) Junior Artist

- Starting in the company with rigging and animating characters on a soccer/parkour prototype.
- Working closely with the QA department to create UI assets and controller icons for *Shadowgate*, *SNK Heroines* and *Totally Reliable Delivery Service*.
- Diving into UI design for another prototyping project. Ending up creating the UI assets, rigging the characters and animating them.
- Exploring the 2D rigging and animation tools in Unity.
- Building trailers and presentation videos using After Effects, Premiere Pro and Sony Vegas Pro.

Abstraction (February 2017 - August 2017)

Artist Intern

- Collaborating on *ARK-Survival Evolved* creating two animations for the main character.
- Working with a team on an open-world fantasy game, making 3D animations for animals and creatures such as bears imps and dragons. I then implemented in the game which used Unreal Engine 4.
- Creating a space environment in UE4, allowing me to experience and be familiar with materials, lighting and composition within the engine.

OTHER PROJECTS

Lynn - Personal project (2018)

Artist / Animator

This project was for me to learn and get a better understanding of the game character creation pipeline. On this one, I chose to focus on scripting tools using the Maya embedded language system and by the same occasion, Python. This allowed me to learn how to speed up my rigging process with simple tools only with a few clicks.

Rage of Sorrow - School project (2017)

Artist / Animator

The goal was to create a playable demo within six months alongside three of my classmates. I contributed to the project by sketching the concept art for the main character. Once the final concept was approved by the team, I started to shape it in Zbrush. After applying the UV's and textures to the model, I rigged and animated it in Maya and finally implemented it in Unity.