

TAREQ AGHANNOU

character artist - animator

CONTACT

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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

FrostyFroggs (October 2020 - April 2021)
Freelance Character Artist

To be announced project

- Sculpting, rigging and animating multiple characters in a cartoonish style for a mobile game. Most of the characters are animals.
Software used: Zbrush, 3DCoat, Maya, Photoshop, Unity Engine

Abstraction (October 2017 - May 2020)
Junior Artist

Soccer Kids: prototype

- making character concept, sculpting, rigging and animations
- implementing the models and animations in Unreal Engine 4
Software used: Photoshop, Maya, Zbrush, Unreal Engine 4

SIL: prototype

- building multiple videos showing the concept and the idea of the prototype
- creating character rigs and basic animations
- creating a low-poly spaceship model and rigged it
Software used: Photoshop, Illustrator, After Effects, Maya, Unreal Engine 4

428: Shibuya Scramble - PS4

- helping the developers removing brands logo from the pictures used in the game
Software used: Photoshop

SNK Heroies: Tag Team Frenzy - PC

- supporting the team creating a multiplayer UI menu based on the existing art style
Software used: Illustrator, Photoshop

8-Bit Anthology - PS4, Xbox One, Shadowgate - PS4

- creating the metadata as well as the physical game cover
- creating the UI controller icons for both PS4, Xbox and Switch (Shadowgate)
- working on commercial video trailers for Shadowgate
Software used: Illustrator, Photoshop, Sony Vegas Pro

Totally Reliable Delivery Service - PS4, Xbox One

- creating UI controller icons and layout for both PS4 and Xbox One
Software used: Illustrator, Photoshop

The Space Engineer - Unreal Marketplace

- building an advanced rig on an updated model used on a previous prototype
- creating simple scripts using Maya MEL and Python in order to accelerate the animation process
Software used: Maya

Abstraction (February 2017 - August 2017)
Artist Intern

Work for hire project - PC

- fixing existing creatures animations and creating new ones
- implementing the animations in Unreal Engine 4
Software used: Maya, Unreal Engine 4

ARK: Survival Evolved - Aberration Extension - PC

- creating two animations for both the main character and creature
Software used: Maya

Stellar: prototype

- transferring models to the Unreal Engine skeleton rig
- building a space environment in Unreal Engine 4
Software used: Maya, Unreal Engine 4