

# 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 - Fluent  
Dutch - Conversational  
Japanese - Basics

## PROFESSIONAL EXPERIENCE

WALKING THE DOG (JUNE 2021 - PRESENT)  
3D Rigging Artist

### Richard the Stork 2 - 3D Animation Movie

- rigging all types of different props that will be animated in the movie.  
*Software used: Maya, Shotgun, Python*

FROSTYFROGGS (OCTOBER 2020 - APRIL 2021)  
Freelance Character Artist

### Tiger Run - Android, iOS

- sculpting, rigging and animating multiple characters in a cartoonish style for a mobile game. Most of the characters are animals such as birds, a turtle and a rhinoceros.  
*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*