



Mohamed Aly Rabie

3D Character / Creature Artist

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About

My name is Mohamed Aly Rabie, 3D Character Artist.

For the last several years I've been working mostly as a 3D modeling and texturing Artist, being responsible for character and creature creation as well as hard surface/environment assets.

I have the work experience and knowledge to work under different workflows and deliver high quality artworks that fits in different production.

I also have been enjoying to teach Character Creation workflows and Digital Sculpting from time to time between online classes and The Information Technology Institute

I am very passionate about what I do and I always try to push myself to the limits to become a better artist.

I always wanted to work as a 3D Modeler 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

Skills

- Character and creature design and creation for Games and Animation industry.
- Hardsurface Modeling and Sculpting.
- Scan data (Organic and Hardsurface).
- UVs Unwrapping.
- Baking and fixing maps.
- Texture painting (Poly painting and PBR).

Industry Experience

- Freelance 3D Character Artist at Neverseen Production in Casablanca, Morocco. (June 2021 – Present)
- Full time Lead 3D Modeler at M.Baba Studios in Selangor, Malaysia. (Jan 2019 - Aug 2021)
- Full time 3D Character Artist at Streamline Studios in Kuala Lumpur, Malaysia. (Sep 2017 - Aug 2018)
- Expert Lecture/ ZBrush Instructor at The Information Technology Institute in 6TH of October, Al Jizah, EGYPT. (2017)
- Freelance 3D Modeler at Mammoth Studio in Casablanca, Morocco. (2016)
- Freelance 3D Modeler and Texture Artist at AI Production in Dubai, United Arab Emirates. (2015)
- Founder of Rabie Art Production _ Online Instructor and Freelancer in Cairo, EGYPT. (2013 – 2015)
- Full time 3D Artist at Ten TV Channel in 6TH of October, EGYPT. (2014)
- Full time 3D Artist at Brand Studio in Kuwait. (2013)
- Full time Lead 3D Artist at Latest Studios in Cairo, Egypt. (2009 – 2010)
- Full time 3D Modeler and Texture Artist at Aroma Design & Solutions in Cairo, EGYPT. (Jan 2009 – Jul 2009)
- Part time 3D Modeler at Fenix Studios in Cairo, EGYPT. (2007)
- Full time 3D Artist/Graphic Designer at the Egyptian Media Production City in 6TH of October, EGYPT. (Sep 2006 – Jun 2007)
- Freelance 3D Modeler and Texture Artist ay Cubes studio in Cairo, Egypt. (2007)
- Part time 3D Modeler at Fenix Studios in Cairo, EGYPT. (2005)

Software

- Autodesk Maya
- Pixologic ZBrush
- Adobe Substance Painter
- Adobe Photoshop
- Marmoset Toolbag
- Headus UVLayout

*And more based on the studio and the workflow that I involved in.

Education

-International Academy for Engineering and Media Science (IAEMS), EGYPT
Bachelor Degree - Major Multimedia and Internet.
Excellent with Second Honor (2005-2006)

-Vancouver Film School (VFS), CANADA
Diploma in 3D Animation and Visual Effects (2007-2008)

Languages

-Arabic (Native or bilingual proficiency)
-English (Professional working proficiency)

Preferences

Available Upon Request