

# Ibrahim Hindawi

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3D generalist who is interested in all aspects of 3D from modeling to rigging, animating, and lighting. I am always looking for opportunities to create challenging 3D art, to constantly refine and develop new skills.

## EDUCATION

**Character Animation Diploma | iAnimate | 2013 - Present |**

**College Elite - 2011 | Beirut, Lebanon**

*High School Diploma (Lebanese Baccalaureate)*

## PROFESSIONAL EXPERIENCE

**Lead 3D Generalist | Current**

**Freelance - Beirut, Lebanon**

Worked on 3 game prototypes with a team of 3 programmers (from conception to design)

Responsible for digital content creation of static and animated 3D assets

**Lead 3D Modeler | 2015**

**Vertex Agency - Beirut, Lebanon**

Developed storyboards for advertisements

Developed and rendered animated 3D models

Developed architectural 3D models of interiors, exteriors, facades of architectural projects (football stadiums)

**Course Instructor | 2014**

**Digital Academy Camp at American University of Beirut - Beirut, Lebanon**

Gave an intensive course in character modeling in Maya.

Taught and mentored six students on their final projects; modeling a character each

Networked with other professionals giving courses in programming

**Animation Specialist | 2011 to 2016**

**AlleyCat - Beirut, Lebanon**

Contributed to the main production pipeline server

Worked closely with a team of six to deliver TV-ads for local and international media agencies

Produced over 80 characters, props and sets using Maya and Z-Brush

Modeling - Rigging - Texturing - animating and shading characters and props

Procedural modeling and simulation of various 3D models and cloth simulations

**3D Modeler | 2018 - present**

**Freelance- Rebelway**

Worked on various VFX and 3D modeling projects with Rebelway

**3D Modeler | 2017 - present**

**Freelance- Altitude**

3D visualization of big trampoline park in Norway

**2D Animator | 2018 - present**

**Freelance- Legal Agenda - Lebanon**

2D animation of infographics about various legal subjects regarding the Lebanese Law

**3D Generalist | 2019**

**Freelance- Fasla - KSA**

3D modeling and FX and character animation for a short film regarding

a family oriented event that takes place in KSA

**3D Generalist | 2018**

**Freelance- Matic - Dubai**

3D modeling and FX and character animation for a short advertisement regarding

a cleaning company that is based in Dubai

## TECHNICAL SKILLS

**Software | proficient in all**

Houdini FX | Cinema4D | Maya | Softimage | 3DS MAX | Zbrush | Mudbox | XNormals | Unity 5 | Unreal Engine 4

|Chronosculpt| Nuke | Sculpttris | V-Ray | Arnold | Marmoset Toolbag | Red Shift | Adobe CS6 - Photoshop, Illustrator |

Substance painter/designer | Rapid Rig Modular | Exocortex Species | Bifrost | X-gen |

**Programming Languages |**

C++ | C# | python | VEX | OpenGL | GLSL

## SKILLS

High-resolution polygon modeling/sculpting - Low-resolution polygon modeling with animatable edge flow  
Organic modeling/sculpting - Hard surface modeling/sculpting  
UVing, UDIM and Ptex  
Rigging for games and for film- Facial rigging in Houdini + Maya  
Map generation  
Polygon texture painting and surfacing  
Character animation  
Body mechanics and acting  
Shading  
Rendering in V-RAY, Arnold, Red Shift, Mantra, Unity and Unreal  
Baking textures and animations and Vertex cache Alembic  
Working from concept art  
Ecorchet sculpting - Speed sculpting  
Readying assets for 3D printing  
Making game ready assets of characters and environments  
Rapid prototyping for game engine implementation  
Animation research and sharing of resources  
Drawing from still life  
Conceptual 2D sketches  
Organized File Structures  
Knowledge of Virtual Reality and Augmented Reality concepts and principles  
Intermediate Knowledge of Software Development and Programming  
Tool Creation with Python and Houdini  
Procedual Generation of assets

## LANGUAGES

Arabic - Native  
English and French - Fluent

## REFERENCES

Upon Request