Abstract

Driven by Passion for Emotion Evoking media. Educated for research and deployment of forthcoming User Experience and Interaction Design. Features solutions based on Human-Computer Interaction theory and practice. Cosmopolitan, who enjoys seeking out cultural and aesthetical values upon travel. Specializes in adapting a comprehensive range of solutions accordingly to the needs of the client. Values independence, freedom and self-development. Recently engaged in procedurally generated Visual Effects, Simulation and Rendering Artistry.

Education

Jan 2020 - Ongoing	Master of Animation and Visualisation / Animal Logic Academy Faculty of Transdisciplinary Innovation University of Technology Sydney
Jan - May 2019	Master of Fine Arts in Design and Technology (Exchange) Parsons School of Design at The New School (New York) • International Exchange Outbound Scholarship
July 2018	Industrial Design (Short-Term Exchange) Korea Advanced Institute of Science and Technology (KAIST) • Vice Chancellor's Global Mobility Scholarship
Feb 2018 - Ongoing	Master of Interaction Design and Electronic Arts Faculty of Architecture, Design & Planning University of Sydney
Sep 2016 - Aug 2017	Master of Media Informatics (Exchange) Media Informatics, Human-Computer Interaction Groups & CDTM University of Munich (Ludwig-Maximilians-Universität München) • Erasmus Plus Scholarship
Mar 2015 - Nov 2018	Bachelor of Design Computing Faculty of Architecture, Design & Planning University of Sydney
Sep 2012 - May 2014	Class of Advanced Mathematics, Physics, Geography High School in name of I Dywizji Kościuszkowskiej Piaseczno, Poland

Experience

2014 - Present	Design Freelancer • Guitar School Website & Branding (2018) • Local Government Election Poster & Leaflet (2014)
Aug 2019 - Oct 2020	Designer and Executive Sydney Uni PhotoSoc (University of Sydney's Photographic Society) • Designed promotional materials for the society's events • Actively Participated in the organisation's decision-making process
Feb 2018 - Apr 2018	Assistant University of Sydney Union (USU) • Membership Assistant during Orientation Week • Event Photographer for USYD Olympics

Website: fuad.design   LinkedIn: in/fuad-soudah
Email: contact@fuad.design   Mobile: +61 451 781 334

Mar 2018 — Casual Professional Staff
University of Sydney
    • Assisted in packaging assembly of Design Kits

Apr 2017 — Social Media Assistant
Dorfbladt Olympic Village Magazine, Munich, Germany
    • Assisted with the magazine's Instagram account (MMO alias)

Nov 2016 - Aug 2017 — Social Media Manager
Grasausschuss Olympic Village, Munich, Germany
    • Managed social media accounts (usually aliased MMO)
    • Designed promotional materials
    • Co-organised community activation events
    • Photography and Video Documentation of Events and community
     -created artworks in traditional and 360 degrees formats

May 2015 — Stocktaker
Zhik, Sydney, Australia
    • Assisted with stocktaking the company's merchandise

Oct 2011 - Sep 2014 — General Assistant
Gospodarstwo ogrodnicze J. i Edwarda Kurzyk, Lesznowola, Poland
    • Assisted in management, logistics and sales of roses

Volunteering

Feb 2017 — Assistant
Fasching Olympialust Olympic Village Carnival, Munich, Germany
    • Assisted with bartending and general logistics
    • Assisted with security
    • Photography and video documentation for promotional materials
    • Assistance at different venues split across a vast carnival complex

Jun 2016 — Student Volunteer
Media Architecture Biennale, Sydney, Australia
    • Oversaw MAB's Gallery at Chatswood's The Concourse
    • Assisted Attendees on the event's final day

Accolades

Dec 2020 — Houdini CharFX and shading RnD for the animated short "Spirit"

Oct 2020 — Crit for Immersive Storytelling class students at Ateneo de Davao University

Sep 2020 — Delivered a remote lecture on Unity Visual Effect Graph for students of Immersive Storytelling class at Ateneo de Davao University

Jul 2020 — Best Creative Award for a real-time rendered project "Origin" at Animal Logic Academy, for which I performed Unity HDRP RnD

Jul 2020 — Attained Global Citizenship Award at University of Sydney

Dec 2019 — Exhibited at University of Sydney's Faculty of Architecture, Design and Planning Graduation Show: Reflection and AT - three different VFX, motion, voice and sound-activated experiences

Nov 2019 — Speaker at University of Sydney's Disability Scholars Connect Event on "Decoding Mental Health through Assistive Technologies"

Oct 2019 — Exhibited two Photography pieces at University of Sydney's Tin Sheds Gallery as part of "Departures" Exhibition

Sep 2019 — Finalist in University of Sydney's Photography Society competition under the theme "Forward"

Nov 2017 — Exhibited a Vivid Projection Mapping "I am Waterfall" and a VR Experience

July - Nov 2017 — Co-organised and co-curated University of Sydney Faculty of Architecture, Design and Planning's Graduation Show

May 2015 — Part of Vivid Sydney, co-created and exhibited a projection mapping piece "I Am Waterfall" showcased on University of Sydney's Quadrangle Building

Organisations

Feb 2016 - Jun 2018 — Broadcaster
University of Sydney Radio Society Surg FM
    • Broadcasted an untitled TV Show themed Radio Show
    • Broadcasted a music-oriented Radio Show "Awry Perception"

Feb 2016 - Nov 2019 — Member
University of Sydney Metal Society
    • Wrote an article for "THE PIT" magazine on the music scene
     spanning across Poland, Australia and Germany

Skills

Languages: — Polish (Native), English (Proficient), German (B2.2), Korean (A1)

Script/Markup: — Skilled: Vex, Processing, Arduino, HTML, CSS, PostgreSQL, C#
Familiar: Python, Javascript, P5.js, Node.js

Applications: — Skilled: Adobe Creative Cloud (Photoshop, Illustrator, Lightroom, XD, Premiere Pro, Capture), Invision, Figma, Unity, Blender, OptiTrack Motive, SideFX Houdini, Pixar Renderman

Familiar: Autodesk 3DS Max, Maya, Madmapper, Adobe After Effects, Rhino, Foundry Katana, Nuke

Knowledge: — Design in: User Experience, Interaction, Interface, Graphic, Web
Human-Computer Interaction, Information Visualisation, Digital Media
Web Development, Physical Computing, Photography, Database Systems
Virtual Reality (VR), Augmented Reality (AR), Hybrid Reality (XR), Animation
3D Modelling, Digital Placemaking, Visual Effects (VFX), Motion Capture,
Procedural Modelling, Generative Artworks, Image Post-processing

Fabrication Labs Experience: Woodworking, Metallurgy, 3D Printing,
3D Scanning, Lasercutting, CNC

Fabrication Labs Induction: Silkscreening, Lasercutting, Dying and Weaving,
Casting, Ceramics, Vacuum Forming, Risograph, Vinyl Cutter, Spray Painting

Interests: — Travelling - Visited 54 Countries, Music - listened to over 8300 artists,
Ongoing love for film, tv shows, video games and narrative-driven media.

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