Yousef Samir Alhussiny

VR Specialist and 3D Artist

Enthusiastic Developer and Designer. Eager to contribute to team success through hard work, attention to details, excellent organizational skills, and creative thinker.

Motivated to learn, adaptive. Clever Designer with natural talent in software design. Outstanding leadership and researching talents. Consistently recognized for fresh and innovative ideas.

Contact

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WWW.
LinkedIn
ArtStation

My Work

Videos Links

► Arch Viz Project

► VR showroom

► VR Animal Life Cycle

► WebXR video

► WebXR live link

► Most of the videos here are done by me

Hardware

VR Headset and tracking stations. Oculus Quest 2, HTC Vive, etc. ■■■■■

360 cameras. Insta360 Pro2, oneX 2. ■■■■□

General IT hardware Tech. ■■■■□

PC Desktop and laptops, comonents, and parts. ■■■■□

Work History

2020 – Dec.
2024 – Jul.

3D & VR Specialist
Asfan International Trading Company

Specialized in full VR experiences, from the hardware, to the software and training. Using the latest software to create tailored made VR experiences.

WebXR & WebGl application development using ThreeJS library, creating advanced websites 3D graphics.

2020 – May.
2020 – Dec.

Freelancer

Flutter developer, and 3D Artist.
- *Jordan Up-skilling program, Flutter Development Certified 180 hours.*
- *3D projects.*

2015 – Sep.
2020 – May.

3D Artist & VR Developer
I worked as a 3D artist and VR developer for 5 years, working on game development, entertainment sector, and 3D in applications.

- **Zain Group** *(Jordan Mobile Telephone Services) 2 years in VR development, from creating virtual tours to architecture visualization. Creating malls tours, VR entertainment, educational applications, and others.*

Software

Game Engine. ■■■■□
Unreal Engine,
SimLab.

3D Artist. ■■■■□
AutoDesk Maya,
Blender.

Programming. ■■■■□
JavaScript, ThreeJS,
C#, C++, Flutter

Image editing
& Illustration. ■■■■□

Adobe Photoshop,
Adobe illustrator,
Adobe inDesgin

Point Cloud.

Reality Capture, ■■■■□
CloudCompare

TBC (trimble
business Center), ■■■□□
MeshLab,
Meshroom.

Skills

Teamwork ■■■■■

Creative
thinker ■■■■□

Strategic
thinking. ■■■■□

Project
Management. ■■■■□

Testing and
maintenance. ■■■■□

3D Printing &
3D Printers. ■■■■□

- **Multiple Game Development Companies located in Jordan**
3 years in Game development, handling both Art and programming covering all aspects needed, as well as having a firm grasp on game design. I used a number of apps such as Autodesk Maya, Blender, Substance painter, photoshop, illustrator, zbrush, and others.

Education

2011 – Feb.
2015 – Sep.
Bachelor's degree of Science: Computer Graphics and Animation.

Princess Sumaya University for Technology - Jordan, Amman.

Achievements & Certifications

2020 – Jun
2020 – Oct.
Jordan Up-skilling program.

Flutter developer an intensive program, focusing on applied technical and employability skills, including:

- *Cross-platform Developing: Flutter Development (180 hours)*

- *English language (100 Hours): writing reports, conversation, and email writing.*

- *Employability Soft skills: (60 Hours): life and employability skills, such as time management, positive attitude, communication skills and goal setting.*

2019 – Apr
The International English Language Testing System (IELTS)