

Yousef Mohamed

Environment & Prop Concept Artist

Secondary: Graphic Design • Storyboarding • 2D Animation • Editing/Compositing

website: YousefMohamed.github.io

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About me

Environment & Prop Concept Artist focused on production-ready visual development for animation and VFX. Specialized in environment design, prop ideation, and advanced perspective (up to 6-point), combining strong fundamentals with a photobash-to-paint workflow to deliver clear, readable designs. Experienced through portfolio projects and team collaborations producing environment keyframes, prop sheets, and storyboard/demo sequences. Detail-oriented, feedback-driven, and reliable in revisions, with consistent portfolio development since 2022.

SKILLS

Concept Art (Core Specialization)

Strong focus on Environment Design (natural, urban, sci-fi, fantasy settings)
Advanced Perspective Drawing (1–6 point perspective; accurate vanishing point control)
Concept Art: skilled at Photobashing + Hand Painting to combine speed with originality
Prop Design & Vehicle Design (functional + stylized concepts)
Value, light & color for atmosphere and storytelling
Effective use of references & moodboards (PureRef workflows)
Storyboarding — created silent storyboards for a volunteer animated project

Graphic Design

Solid grasp of design principles (Unity, proximity, repetition, balance, contrast, rhythm, emphasis, hierarchy) Skilled in grid systems and layout for posters, covers, and digital media
Creative application of typography and visual hierarchy
Photo Manipulation & Design Compositing (creative blending, collage, and realistic integrations).

Animation (2D)

Frame-by-frame animation and clean-up
Rigging (mesh-based rigs) for efficient 2D workflows (OpenToonz, others)

Video Editing & Post-Production

Editing & montage in DaVinci Resolve (storytelling through pacing, timing, rhythm)
Color grading for mood and consistency
Compositing & VFX:
Rotoscoping & cleanup
Green screen removal (keying), and more
Node-based workflows (Natron, DaVinci Fusion, OpenToonz)

Additional Skills (Workflow & Technical)

Collaboration & communication: clear handoff notes, task updates, and revision tracking; comfortable with feedback and deadlines
Adaptability: quick to learn new tools/workflows and integrate into different pipelines
AI literacy: responsible use of AI tools for reference exploration, ideation support, and production assistance
Technical support: basic Python + command-line/terminal basics; comfortable on macOS & Windows
Organized delivery: clean file/asset management, fast documentation/typing, and consistent task management
Languages: Arabic (Native), English (Intermediate — B1)

EDUCATION

Benha University — B.A. Psychology

TRAINING

Drawabox — Drawing Fundamentals & Construction (Self-paced) |

Fundamentals, perspective & construction drawing through structured lessons and applied exercises.

2022 / 2026 mid

2023 – late 2024

VOLUNTEERS

Tahya Misr Students Union

Assisted in creating and managing media content for student activities and events.
Supported social media coverage and promotional campaigns. Took part in on-video). Collaborated ground media documentation and event coverage (photo & with the media team to enhance online engagement and visibility.

Sep 2025

CERTIFICATIONS

Tools

Software Experience

Desktop apps (macOS / Windows)

Adobe Photoshop — Advanced
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Krita — Advanced
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• PureRef — Reference tool
• Darktable
• Shotcut
DaVinci Resolve — Proficient
• (editing & color grading)
• OpenToonz — 2D animation
• Natron — Node-based compositing
• Waveform 13 (audio editing / DAW)
• Cinema 4D (1 year, 2023)
• Blender — Basic
• Inkscape — Basic
• macOS & Windows proficiency (4 years Windows 2020-2024 , 1 year macOS mid 2024 until now)

Links

LinkedIn:
linkedin.com/in/yousef-mohamed

Behance:
behance.net/yousefmohamed2004

Instagram:
instagram.com/_yousef_mohamad/

Vimeo:
vimeo.com/yousefmohamed2004

YouTube:
youtube.com/@Usif_mohamd2004

Oct 2022

Collaborative projects with peers

Structured, exercise-based study with applied assignments (2022–present).